Technical Reference Software

Version 10.05 - July 2011

XT2+

Production & Playout Server

EVS

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IMPROVEMENT REQUESTS

Your comments will help us improve the quality of the user documentation. Do not hesitate to send improvement requests, or report any error or inaccuracy on this user manual by e-mail to doc@evs.tv.

USER MANUALS ON EVS WEBSITE

The latest version of the user manual, if any, and other user manuals on EVS products can be found on the EVS download center, on the following webpage: http://www.evs.tv/downloadcenter

REGIONAL CONTACTS

The address and phone number of the EVS headquarters are usually mentioned in the Help > About menu in the user interface.

You will find the full list of addresses and phone numbers of local offices at the following page on the EVS website: http://www.evs.tv/contacts.

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What's New?

The changes linked to new features in version 10.05 are listed in the table below. Click the section number in the table to jump directly to the corresponding section.

In the user manual, the icon

has been added on left margin to highlight information on new and updated features.

STATUS ON CHAPTERS UPDATES FOR V.10.05

Subject	
Network Area (section 1.4.2)	XNet2 SDTI network no longer operates at 540 Mbps (only 1.5 Gbps)

1. EVS Software

1.1 INTRODUCTION

The EVS software is used for configuration and maintenance operations. It is also used to select which application to run, since EVS disk recorders have the ability to run various dedicated applications (Video Server, Slow Motion,...).

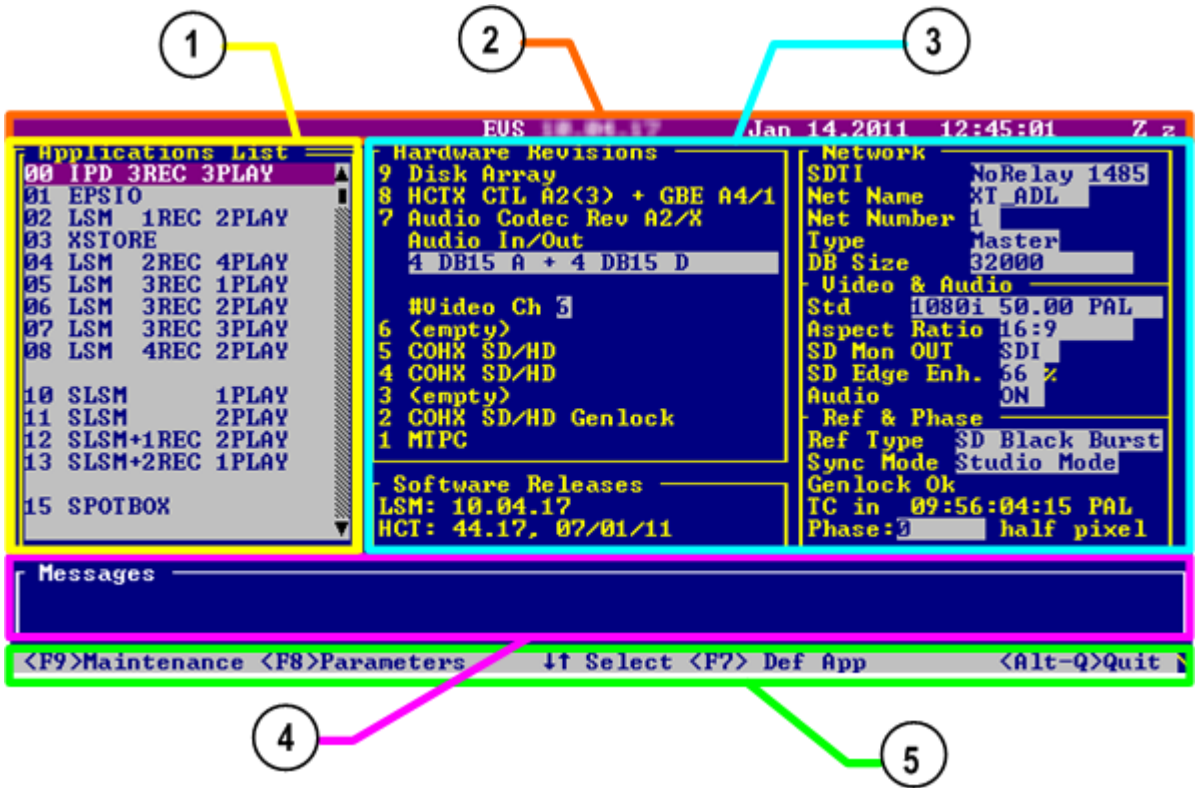
When turning on the EVS mainframe, the first step is the PC boot sequence, followed by the boot of the video I/O boards, and finally the EVS software is started.

If a default application has been previously selected, this application will start automatically after a few seconds if no key is hit.

If a default application has not been defined or if the space bar is hit, the system will remain in the EVS main menu (see snapshot on next page) and wait for the operator's next command.

1.2 EVS MAIN MENU

1.2.1 EVS SCREEN LAYOUT



#	Area	Description
1.	Application window	This window contains the list of all applications installed on the system.
2.	Title bar	The first line of the VGA screen is the title bar. It contains the EVS software revision and current date and time.
3.	Configuration windows	The Configuration windows show the hardware configuration of the system.
4.	Message window	Messages are displayed in this space to provide more information on the current selection.
5.	Task bar	The last line of the VGA screen is the task bar. It contains a summary of the keyboard controls available.

1.2.2 TIPS TO MOVE INSIDE THE EVS SOFTWARE

The active window is always shown with a double frame.

- Press the UP ARROW, the DOWN ARROW or the TAB key to change the selection inside the active window.
- Press the <SPACE BAR> to toggle between pre- defined values.
- Press ENTER to select an item or to confirm an entry.
- Press ESC to go back to the previous menu or to cancel an entry.

1.2.3 STARTING AN APPLICATION

Select the appropriate application from the Applications list, then press ENTER to confirm the selection.

1.2.4 COMMANDS AVAILABLE FROM THE MAIN MENU

The UP ARROW and DOWN ARROW keys of the keyboard can be used to select an application. The purple line shows the current selection. The black line shows the default application.

The ENTER key is used to start the selected application.

Press F7 to make the currently selected application the new default one. The default application is automatically started every time the EVS program is entered. When the application currently selected is already the default application, pressing F7 will disable the default application and the system will remain in the EVS Main menu every time the EVS software is launched.

Press F8 to immediately open the Channel Config window related to the selected application. Press ALT + Q to come back to main menu.

Press F9 to enter the Maintenance menu.

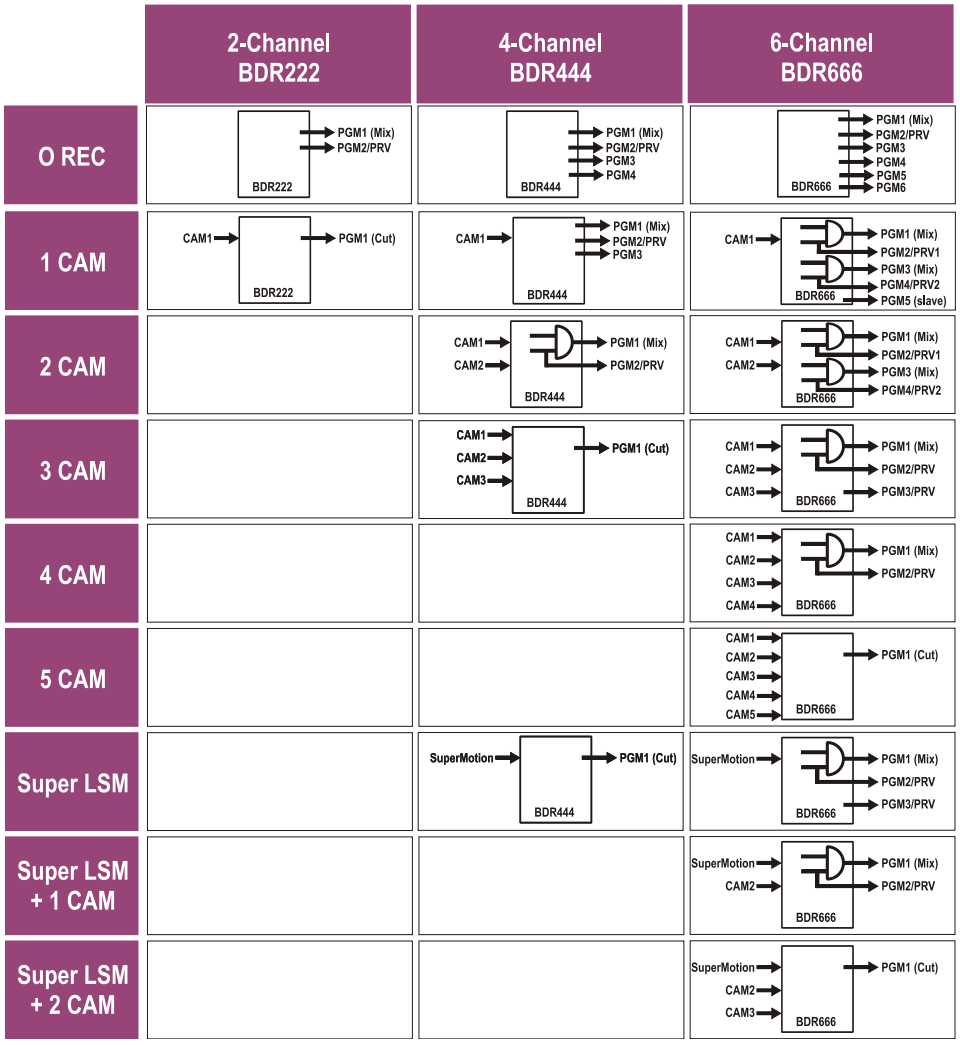
To exit the EVS software and go back to the DOS prompt, press simultaneously ALT + Q and confirm with ENTER. To restart the EVS software from the DOS, simply type RUN.

1.2.5 CONFIGURATIONS AVAILABLE ON XT2+ SYSTEMS

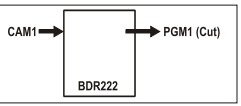
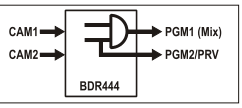
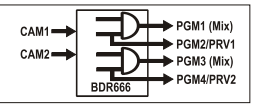
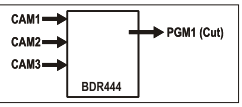
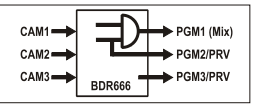
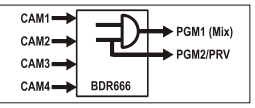
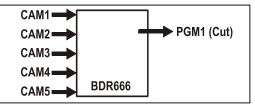
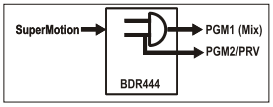
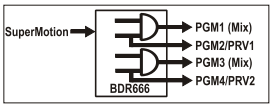
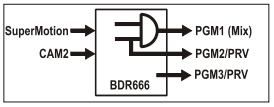
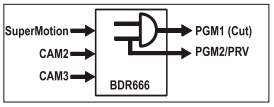
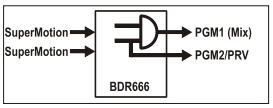
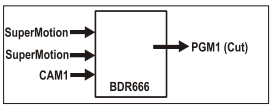
Note

This section mentions the SD/HD configurations. Specific configurations linked to the use of 3D or 1080p standards are explained in the section 1.3.6 '3 D & 1080p Management', on page 16.

EVS XT[2]+ - Configurations with HD and SD Super Motion 3 Phases



EVS XT[2]+ - Configurations with HD Super Motion 2 Phases

	2-Channel BDR222	4-Channel BDR444	6-Channel BDR666
1 CAM			
2 CAM			
3 CAM			
4 CAM			
5 CAM			
1 Super LSM (100/120Hz)			
1 Super LSM + 1 CAM			
1 Super LSM + 2 CAM			
2 Super LSM (100/120Hz)			
2 Super LSM + 1 CAM			

Note on clips compatibility:

Clips are compatible across all Multicam configurations including Super LSM. Record trains are also compatible as long as the number of record channels (cameras) is not increased in LSM mode.

Ex.: SuperLSM → 2CAM (Fx): Record trains are lost.

4CAM (Fx) → 3CAM (Cut): Record trains are compatible.

Record trains are always kept in Spotbox mode (all modes except LSM), even when the number of record trains is increased.

1.3 AUDIO & VIDEO CHANNEL PARAMETERS (AVCFG)

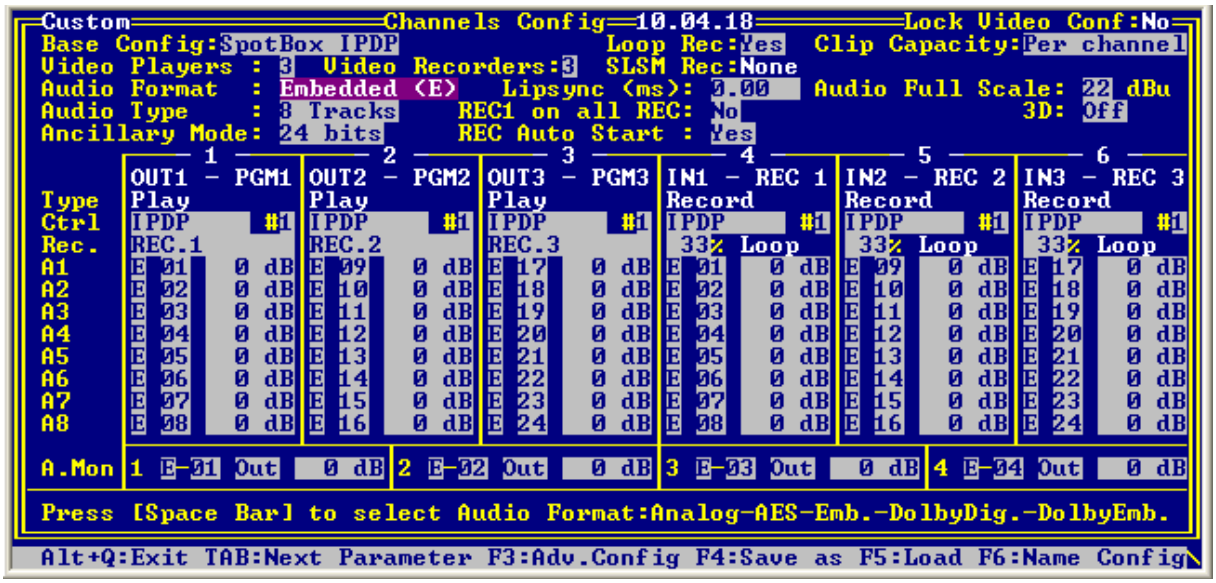
1.3.1 INTRODUCTION

Important

Most parameters are factory preset, and should not be modified without advice of qualified EVS staff. Improper values for some parameters will prevent the proper operation of the system.

Please refer to the parameters' charts for correct values (See section 1.4.9 'Default Parameters', on page 44).

Each application has its own set of parameters. When the user selects an application in the EVS main menu and press F8 (Parameters), the A/V Channels Configuration window (also called AVCFG) appears:


Custom
Channels Config 10.04.18
Lock Video Conf:No
Base Config:SpotBox IPDP
Loop Rec:Yes
Clip Capacity:Per channel
Video Players : 3 Video Recorders:3 SLSM Rec:None
Audio Format : Embedded (E) Lipsync (ms): 0.00 Audio Full Scale: 22 dBu
Audio Type : 8 Tracks REC1 on all REC: No 3D: Off
Ancillary Mode: 24 bits REC Auto Start : Yes
1 2 3 4 5 6
OUT1 - PGM1
OUT2 - PGM2
OUT3 - PGM3
IN1 - REC 1
IN2 - REC 2
IN3 - REC 3
Type Play Play Play Record Record Record
Ctrl IPDP #1 IPDP #1 IPDP #1 IPDP #1 IPDP #1 IPDP #1
Rec. REC.1 REC.2 REC.3 33% Loop 33% Loop 33% Loop
A1 E 01 0 dB E 09 0 dB E 17 0 dB E 01 0 dB E 09 0 dB E 17 0 dB
A2 E 02 0 dB E 10 0 dB E 18 0 dB E 02 0 dB E 10 0 dB E 18 0 dB
A3 E 03 0 dB E 11 0 dB E 19 0 dB E 03 0 dB E 11 0 dB E 19 0 dB
A4 E 04 0 dB E 12 0 dB E 20 0 dB E 04 0 dB E 12 0 dB E 20 0 dB
A5 E 05 0 dB E 13 0 dB E 21 0 dB E 05 0 dB E 13 0 dB E 21 0 dB
A6 E 06 0 dB E 14 0 dB E 22 0 dB E 06 0 dB E 14 0 dB E 22 0 dB
A7 E 07 0 dB E 15 0 dB E 23 0 dB E 07 0 dB E 15 0 dB E 23 0 dB
A8 E 08 0 dB E 16 0 dB E 24 0 dB E 08 0 dB E 16 0 dB E 24 0 dB
A.Mon 1 E-01 Out 0 dB 2 E-02 Out 0 dB 3 E-03 Out 0 dB 4 E-04 Out 0 dB
Press [Space Bar] to select Audio Format:Analog-AES-Emb.-DolbyDig.-DolbyEmb.
Alt+Q:Exit TAB:Next Parameter F3:Adv.Config F4:Save as F5:Load F6:Name Config

This window is used to define video & audio channels, type and configuration of recorders, audio format and audio-video synchronization parameter. All the parameters are described in this section.

1.3.2 HOW TO MODIFY A/V CHANNEL PARAMETERS

1. From the EVS main menu, press F9 to open the Maintenance menu.
2. Select the 'Channel Parameters' item and press ENTER.
3. Select the Application to configure and press ENTER.

   The A/V Channel Config window appears.

4. Use the <TAB> key to move from one box to the next one. Some information about the current parameter is displayed in the INFO area.
5. Press <TAB> or the arrow keys to move across the different parameters in the window.
6. When the desired field is selected, modify the parameter to its new value by pressing the <SPACE BAR> or by entering its numeric value and then pressing ENTER to validate.
7. Press F3 to enter the Advanced Parameters.
8. Press F4 to save the current configuration. A dialog Box appears to enter a name.
9. Press F5 to load the list of configurations previously saved.
10. Press ALT + Q to exit the A/V Channel Config window.

OR:

1. From the 'Application List' in the EVS main menu, select the application to configure and press F8.
2. Continue from step 4.

1.3.3 AUDIO & VIDEO PARAMETERS OVERVIEW

Note:

When Modifying the value of a parameter in the Audio & Video Channel Config, always press ENTER after changing the value of a parameter to validate the new choice. Check the channels table in the centre of the screen to make sure that the changes are reflected there.

LOCK VIDEO CONFIGURATION

Possible values: Yes / No

This item enables/disables the access to the modifications of the next three items: Video Players, Video Recorders and Type for REC1.

The video configuration is locked if Option Code 4 (Authorize video configuration changes) is not active in the Options List.

BASE CONFIGURATION

Possible values:

Replay-Only LSM

Multicam LSM

XT Server Sony

XT Server DD35

XT Server Odetics

XT Server Odetics F&K

XT Server VDCP

XT Server VDCP F&K

XT Server AVSP

XT Server IPDP

XT SpotBox Sony

XT SpotBox DD35

XT SpotBox Odetics

XT SpotBox Odetics F&K

XT SpotBox VDCP

XT SpotBox VDCP F&K

XT SpotBox AVSP

XT SpotBox IPDP

Video Delay

2-ch VTR

The different configurations appear according to the licence codes that have been enabled.

Secondary Controller

When you select a Spotbox configuration, you can define secondary controllers by pressing CTRL-F1.

Limitations

Some configurations (*) lead to the following message to warn the users of the limitations of the selected configuration:

“Warning: your parallel selection is not fully operational”

Parallel Configuration	VDCP	Odetics	DD35
Remote	*	*	*
IPDirector	*	*	*

VDCP, Odetics and DD35 protocols are standard protocols which have not been developed to work in collaborative mode. Each protocol has its own workspace, so the actions of the first controller are not always correctly interpreted by the second controller.

LOOP REC

This parameter enables/disables the endless loop recording in AVSP Server/Spotbox configurations. It is forced to ‘Yes’ in LSM configurations. This function is applied to all recorder channels.

CLIP CAPACITY

Possible values: Global / Per Channel

This parameter allows selecting the recording mode.

In Global mode, the clip capacity is shared between the different record trains. Example: When 3 record trains are used, creating a clip of 30 min on REC1 will take 10 min of recording capacity equally from each record train.

In Per Channel mode, the clip capacity is only relevant to the individual record train. Example: 3 record trains are used, creating a clip of 30 min on REC1 will take 30 min of recording capacity from the 1st record train, but will not affect the recording capacity of the other two record trains.

The default value depends on the basic configuration:

LSM	2-ch VTR	Slave/Server configurations	Video Delay
Global (locked)	Per Channel	Per Channel	Global (locked)

VIDEO PLAYERS

Range: [1…6]

This parameter allows selecting the number of player channels of the application and the associated audio channels.

VIDEO RECORDERS

Possible values in range: [1…6]

This parameter allows selecting the number of RECORD channels of the application. The partition of the disk storage between these channels, and the associated audio channels are automatically updated.

SLSM REC

This parameter defines the type of SLSM recorders. The parameter is only editable if at least 2 channels are available to be used as SLSM recorders. Otherwise, the parameter has the value “None” and is not editable.

Six types of record are available:

- None (Standard rate 50/60 Hz)
- Single SD SLSM 3x Alternate Parity – EVS mode (150/180 Hz)
- Single SD SLSM 3x Identical Parity (150/180 Hz)
- Single HD SLSM 2x Alternate Parity – EVS mode (100/120 Hz)
- Single HD SLSM 3x Alternate Parity – EVS mode
- Double HD SLSM 2x Alternate Parity – EVS mode

Note

The fault tolerance on the different phases of the super motion camera is +/- 90% of one field. So there should be no delay between the different phases when all equipments are genlocked.

AUDIO FORMAT

Possible values: [Analog (A), AES/EBU (D), Embedded (E), Dolby E AES (DY), Dolby E Embedded (EY)]

This parameter allows selecting the Audio format.

When the Audio Format is set to AES/EBU (D or DY) or Embedded (E or EY), the analogue audio outputs (if installed on the server) are automatically activated and can be used for additional monitoring.

When the Audio Format is set to Embedded (E or EY), the digital audio (AES/EBU) outputs (if installed on the server) are also active.

For more information on Dolby Audio Management, refer to section 1.3.5 ‘Dolby Audio Management’, on page 15.

AUDIO TYPE

Possible values: [1 Track, 2 Tracks, 4 Tracks, 8 Tracks, 16 Tracks]

This parameter allows selecting the type of audio (number of mono audio tracks associated to each video channel).

The following table specifies the audio types available for the various audio formats:

Audio Type	Analog (A)	Digital (D - DY)	Embedded (E - EY)
1 track	X		
2 tracks	X	X	
4 tracks	X	X	X
8 tracks		X	X
16 tracks			X

LIPSYNC

Range for PAL: From -41,458 ms to 14,708 ms ➔ 848 to 3544 (samples)

With 0 ms = 2838

Range for NTSC: from -34,625 to 12,125 ms ➔ 688 to 2932 (samples)

With 0 ms = 2350

The Lipsync parameter is the delay (in ms) between video and audio signals. A positive value means video is ahead of audio. A negative value means audio is ahead of video.

This parameter is also available from the Setup menu of the Remote when the Multicam application is started. Changing the Lipsync value in the Setup menu will update it in the EVS menu and vice versa.

CTRL+UP ARROW or CTRL+DOWN ARROW changes the value per 1 ms step. CTRL+LEFT ARROW or CTRL+RIGHT ARROW change the value per 5 ms step. The operator can also enter directly a value with the keyboard.

Note:

This adjustment is done during the RECORD process. A new Lipsync value will apply for the next recorded pictures only.

AUDIO FULL SCALE

Range of value: [10…30] dBu

The audio full scale parameter (in dB) specifies the maximum audio level for the analogue outputs on the server.

It allows indirectly defining the head room, as the audio full scale is 4 dB higher than the head room. As the default value for the audio full scale is 22 dB, the default value for the head room is 18.

Change the value per 1 dBu step by pressing CTRL+UP ARROW or CTRL+DOWN ARROW or per 3 dBu step by pressing CTRL+LEFT ARROW or CTRL+RIGHT ARROW.

REC 1 ON ALL REC

Possible values: [Yes or No]

All audio channels associated to REC1 (CAM A) will be automatically used for all other RECORD channels if 'Yes' is selected.

3D

Possible values: [OFF or ON]

This parameter activates the 3D option, using either the 3G-SDI standard (only available with V3X boards) or Dual Link. This option makes it possible to use the server to record and play back 3D video.

The parameter is only displayed to users who have subscribed to one of the 3D options (license code 23 for 3D Dual Link, and license code 24 for 3D 3G).

When the 3D option is set to ON on EVS servers, a message informs the user that the video and player configuration will automatically be adapted into a compatible configuration.

For more information on the 3D feature, please refer to the section 1.3.6 '3 D & 1080p Management', on page 16.

3G/DUAL

Possible values: [OFF, 3G, Dual]

This parameter defines the interface the EVS server will use with the 3D or 1080p standards. The Dual Link interface consists of a pair of HD-SDI serial links and provides a bitrate of 2.970 Gbit/s. The 3G-SDI interface consists of a single serial link that provides 2.970 Gbit/s.

This parameter is not displayed when the selected HD codec is 1080i or 720p, and the 3D parameter is on 'OFF'. When the parameter is displayed, the possible values are as follows:

- The 'Off' value is available in all cases.
- The 'Dual' value is only available for users who have subscribed to the license code 21 or 23.
- The '3G' value is only available for users who have subscribed to the license code 22 or 24.

For more information on the 3G and Dual Link interfaces used with 3D or 1080p standards, please refer to the section 1.3.6 '3 D & 1080p Management', on page 16.

ANCILLARY MODE

Possible values: [20 bits or 24 bits]

This parameter defines the encoding method used for Digital Audio.

This parameter is solely applicable in SD, allowing you to have the output of the embedded audio in 20 or 24 bits. In HD, it is always 24 bits.

SAMPLE RATE CONVERTER

Possible values: [OFF or ON]

This parameter is available with AES/EBU audio format.

If this parameter is set to OFF, the user has to ensure that the signals are properly synchronized.

1.3.4 CHANNELS OVERVIEW

Channels input/output and name are automatically defined according to the parameters entered in the fields: Base configuration, Video Players, Video Recorders and SLSM Rec.

The player channels are allocated first (starting with OUT1), then the record channels are allocated (starting with IN1).

Note:

To modify the parameters included in the "Channels' area", press F3 to enter the Advanced Configuration mode.

TYPE

Possible values: [Rec, Play, SLSM Rec, SLSM Rec. 1, SLSM Rec. 2, SLSM Rec. 3]

This parameter is automatically set according to the settings of the previous ones. It defines the type of channel and depends on the values of Video Players, Video Recorders and SLSM Rec.

CTRL

Possible values: [Sony, DD35, VDCP, VDCP F&K, Odetics, Odetics F&K, Edit Rec, AVSP, LinX, IPDP]

This parameter defines which system or protocol controls the current channel. This parameter is automatically set and not editable when the Base Configuration is set to LSM or Video Delay.

PORT

Range: [1 ... 6]

This parameter defines the RS422 port number that controls each channel. These fields are not available with LSM and Video Delay configurations.

Note:

A single Sony BVW serial connection can control multiple PGM channels which are ganged on an XT2+ server. It is therefore possible to assign the same RS422 port number (#n), which corresponds to a Sony BVW protocol, to several PGM channels on the same XT2+ server.

A single Odetics or VDCP serial connection can control two PGM paired channels, in a Fill and Key configuration, on an XT2+ server. It is therefore possible to assign the same RS422 port number (#n), which corresponds to a VDCP or Odetics protocol, to the Fill and Key player channels of one XT2+ server. The first channel will be assigned as the Fill channel and the second will automatically be the Key channel.

REC

For a player channel, this parameter defines which record train is the default source.

For a recorder channel, two parameters are available:

- Recording Capacity: (% Disk) Percentage of disk space allocated to each channel. Total of all values must not exceed 100%.
- Loop/No Loop: depends on the value of Loop Rec, previously described. Always forced to “Loop” with the current version.

AUDIO TRACKS

The audio tracks are listed from A1 up to A16:

- A1 to A16 IN: Mono audio inputs of the current channel.
- A1 to A16 OUT: Mono audio output of the current channel.

Audio Format

Possible values: [Analog (A), Digital AES/EBU (D), Dolby E AES (DY), Embedded (E), Dolby E Embedded (EY)]

The available values depend on the type of audio connectors defined in EVS hardware configuration:

None	16 XLR Analog	16 XLR Digital	16 XLR Analog + 8 XLR Digital 16 XLR Analog + 16 BNC Digital 16 XLR Analog + 4 DB15 Digital 4 DB15 Analog + 16 BNC Digital 4 DB15 Analog + 4 DB15 Digital
E - EY	E - EY - A	E - EY – D - DY	E - EY - A – D - DY

Audio Channel

Range: [1 ... 64]

This parameter allows selecting each audio channel in the selected audio format. In 16 audio configurations, the PAGE DOWN and PAGE UP keys make it possible to navigate through the list of 16 audio channels.

The values depend on the audio format and available connectors:

	Analog (A)	Digital (D - DY)	Embedded (E - EY)
Embedded only	n/a	n/a	1 – 64
16 XLR Analog	1 – 8	n/a	1 – 64
16 XLR Digital	n/a	1 – 16	1 – 64
16 XLR Analog + 8 XLR Digital	1 – 8	1 – 8	1 – 64
16 XLR Analog + 16 BNC Digital or 16 XLR Analog + 4 DB15 Digital	1 – 8	1 – 16	1 – 64

In an Embedded configuration, the audio output is also sent in AES and Analogue formats. In an AES configuration, the audio output is also sent in analogue format.

The following tables specify the outputs the audio is sent to in the various audio formats at the same time.

None / 16 XLR D / 16 BNC D / 4 DB15 D + 16 XLR A

4 tracks	**PGM1**				**PGM2**			
Embedded	E1	E2	E3	E4	E9	E10	E11	E12
AES	D1	D2	D9	D10	D3	D4	D11	D12
Analog	A1	A2	A5	A6	A3	A4	A7	A8

	PGM3				**PGM4**			
Embedded	E17	E18	E19	E20	E25	E26	E27	E28
AES	D5	D6	D13	D14	D7	D8	D15	D16
Analog								

	PGM5				**PGM6**			
Embedded	E33	E34	E35	E36	E41	E42	E43	E44
AES								
Analog								

None / 16 XLR D / 16 BNC D / 4 DB15 D + 16 XLR A

8 tracks	PGM1								PGM2							
Embedded	E1	E2	E3	E4	E5	E6	E7	E8	E9	E10	E11	E12	E13	E14	E15	E16
AES	D1	D2	D3	D4	D5	D6	D7	D8	D9	D10	D11	D12	D13	D14	D15	D16
Analog	A1	A2	A3	A4	A5	A6	A7	A8								

	PGM3								PGM4							
Embedded	E17	E18	E19	E20	E21	E22	E23	E24	E25	E26	E27	E28	E29	E30	E31	E32
AES																
Analog																

	PGM5								PGM6							
Embedded	E33	E34	E35	E36	E37	E38	E39	E40	E41	E42	E43	E44	E45	E46	E47	E48
AES																
Analog																

None / 16 XLR D / 16 BNC D / 4 DB15 D + 16 XLR A

16 tracks	PGM1															
Embedded	E1	E2	E3	E4	E5	E6	E7	E8	E9	E10	E11	E12	E13	E14	E15	E16
AES	D1	D2	D3	D4												
Analog	A1	A2														

	PGM2															
Embedded	E17	E18	E19	E20	E21	E22	E23	E24	E25	E26	E27	E28	E29	E30	E31	E32
AES	D5	D6	D7	D8												
Analog	A3	A4														

	PGM3															
Embedded	E33	E34	E35	E36	E37	E38	E39	E40	E41	E42	E43	E44	E45	E46	E47	E48
AES	D9	D10	D11	D12												
Analog	A5	A6														

	PGM4															
Embedded	E49	E50	E51	E52	E53	E54	E55	E56	E57	E58	E59	E60	E61	E62	E63	E64
AES	D13	D14	D15	D16												
Analog	A7	A8														

Audio Gain

Range: [from -78dB to +23.5dB]

This parameter allows the operator to adjust the audio gain for each audio track. The adjustments are done by pressing CTRL-↓/↑ (±0.75dB steps) or CTRL-←/→ (±6dB steps).

CTRL+UP ARROW or CTRL+DOWN ARROW changes the value per 0.75 dB step. CTRL+LEFT ARROW or CTRL+RIGHT ARROW change the value per 6 dB step.

AUDIO MONITORING (A. MON.)

This parameter defines the audio monitoring outputs, selects the type of audio and allows adjusting the audio gain for each channel.

1.3.5 DOLBY AUDIO MANAGEMENT

SOME DEFINITIONS

Dolby Digital or Dolby 5.1 or AC-3, is an audio coding system containing up to 6 discrete channels of sound, with 5 channels for normal-range speakers (20 Hz - 20,000 Hz) (Right front, Center, Left Front, Right Rear and Left Rear) and one channel (20 Hz - 120 Hz) for the LFE, or subwoofer.

Dolby E is a professional coding system optimized for the distribution of surround and multichannel audio through two-channel postproduction and broadcasting infrastructures, or for recording surround audio on two audio tracks of conventional digital video tapes, video servers, communication links, switchers, and routers.

DOLBY CONFIGURATIONS IN XT2+ SERVERS

Case 1: The 5.1 audio signal is carried on 6 discrete PCM audio channels

- Available on an XT2+ in all configurations
- The audio can be analogue, digital or embedded depending on the configuration
- In AES audio, if the audio is correctly genlocked to the video, the sample rate converter can be switched off.

Case 2: The 5.1 audio signal is coded in the two-channels Dolby E standard

- Dolby E over AES/EBU links
  - Set the configuration of the pair of channels carrying the Dolby E signal to “DY” in the AVCFG. This has two effects :
- It disables the sample rate converter on the input channels
- It forces all transitions to a hard cut.

If the sample rate converter is activated and the audio configuration is a mix between PCM audio over AES and Dolby E over AES, the sample rate converter will only be applied to the PCM over AES signal.

- Dolby E Embedded in the SDI/HD SDI stream
  - Set the configuration of the pair of channels carrying the Dolby E signal to “EY” in the AVCFG. This will force the transition to a hard cut.
  - The sample rate converter parameter does not apply to embedded audio.

The Dolby E transitions will be correct as long as:

- the configuration is correct
- the AES stream containing Dolby E is correctly synchronised with the video

Dolby E transitions will not be correct (2 frames of mute at the transitions) if the AVCFG is set to E instead of EY or D instead of DY.

Audio effects (scrub, slow motion) are not possible in Dolby E. If they are used anyway, the audio will be muted.

1.3.6 3 D & 1080P MANAGEMENT

3D CONFIGURATION

With the 3D feature, one or two physical cameras will record the same scene with a slightly different angle to mimic the angle difference between the human eyes.

The configuration is allowed through the codes 23 or 24, and activated in the Channels Configuration screen via the 3D option. See also the section '3D', on page 10.

1080P CONFIGURATION

With the 1080p feature, one physical camera makes it possible to get the progressive image scan with a vertical resolution of 1080 pixels.

The configuration is allowed through the codes 21 or 22, and activated in the AVCFG when you select the 1080p video standard in the AVCFG main screen. See also the section 'Video & Audio Area', on page 34.

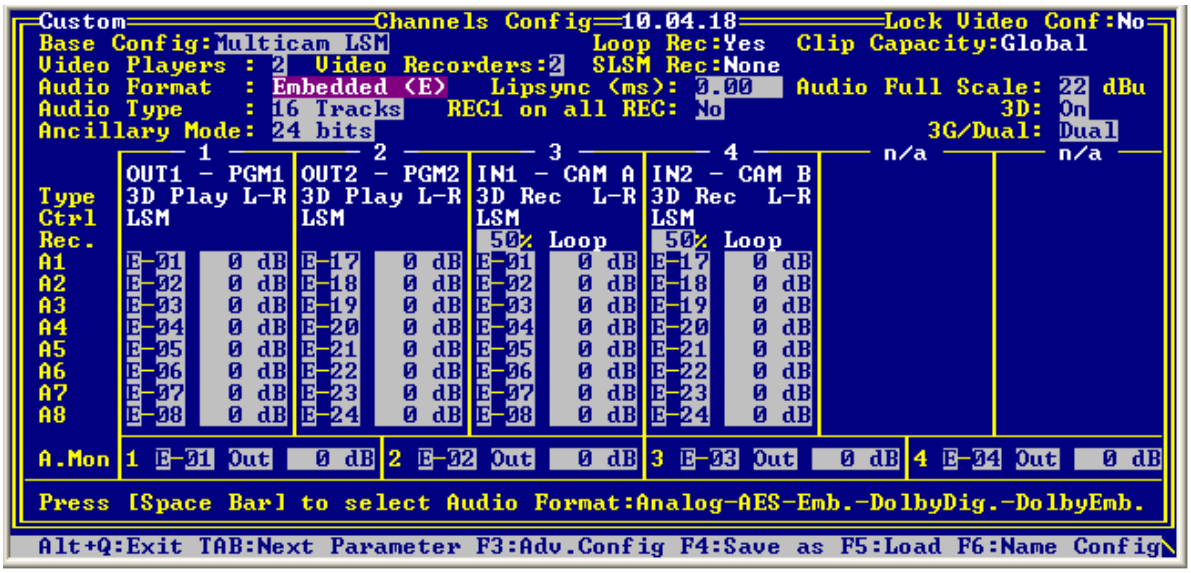
PRINCIPLE

The 3D and 1080p features can be used on EVS servers fitted with COHX or V3X boards.

With COHX boards, a dual-link interface, that is to say two physical channels (recorders or players) seen by the EVS server as a logical channel, is required to use these standards. For each pair of physical channels, only one logical channel is assigned in the Channels Configuration. Such configurations require the record and playout on synchronous channels.

With V3X boards, a dual-link interface can also be used, in the same way as with the COHX boards. The V3X boards however offer the possibility to use a 3G interface (single link) with configurations based on 3D or 1080p standards.

The following screenshot represents the channel configuration for 3D Dual Link configuration:


Custom Channels Config 10.04.18 Lock Video Conf:No
Base Config:Multicam LSM Loop Rec:Yes Clip Capacity:Global
Video Players : 2 Video Recorders:2 SLSM Rec:None
Audio Format : Embedded (E) Lipsync (ms): 0.00 Audio Full Scale: 22 dBu
Audio Type : 16 Tracks REC1 on all REC: No 3D: On
Ancillary Mode: 24 bits 3G/Dual: Dual
1 2 3 4 n/a n/a
OUT1 - PGM1 OUT2 - PGM2 IN1 - CAM A IN2 - CAM B
Type 3D Play L-R 3D Play L-R 3D Rec L-R 3D Rec L-R
Ctrl LSM LSM LSM LSM
Rec. 50% Loop 50% Loop
A1 E-01 0 dB E-17 0 dB E-01 0 dB E-17 0 dB
A2 E-02 0 dB E-18 0 dB E-02 0 dB E-18 0 dB
A3 E-03 0 dB E-19 0 dB E-03 0 dB E-19 0 dB
A4 E-04 0 dB E-20 0 dB E-04 0 dB E-20 0 dB
A5 E-05 0 dB E-21 0 dB E-05 0 dB E-21 0 dB
A6 E-06 0 dB E-22 0 dB E-06 0 dB E-22 0 dB
A7 E-07 0 dB E-23 0 dB E-07 0 dB E-23 0 dB
A8 E-08 0 dB E-24 0 dB E-08 0 dB E-24 0 dB
A.Mon 1 E-01 Out 0 dB 2 E-02 Out 0 dB 3 E-03 Out 0 dB 4 E-04 Out 0 dB
Press [Space Bar] to select Audio Format:Analog-AES-Emb.-DolbyDig.-DolbyEmb.
Alt+Q:Exit TAB:Next Parameter F3:Adv.Config F4:Save as F5:Load F6:Name Config

LICENSE CODES

The following table summarizes the license codes required to use configurations based on 3D or 1080p standards, with a Dual Link or a 3G interface:

Required license code	1080p Standard		3D Standard	
	Dual Link	3G	Dual Link	3G
Code 21	√			
Code 22		√		
Code 23			√	
Code 24				√

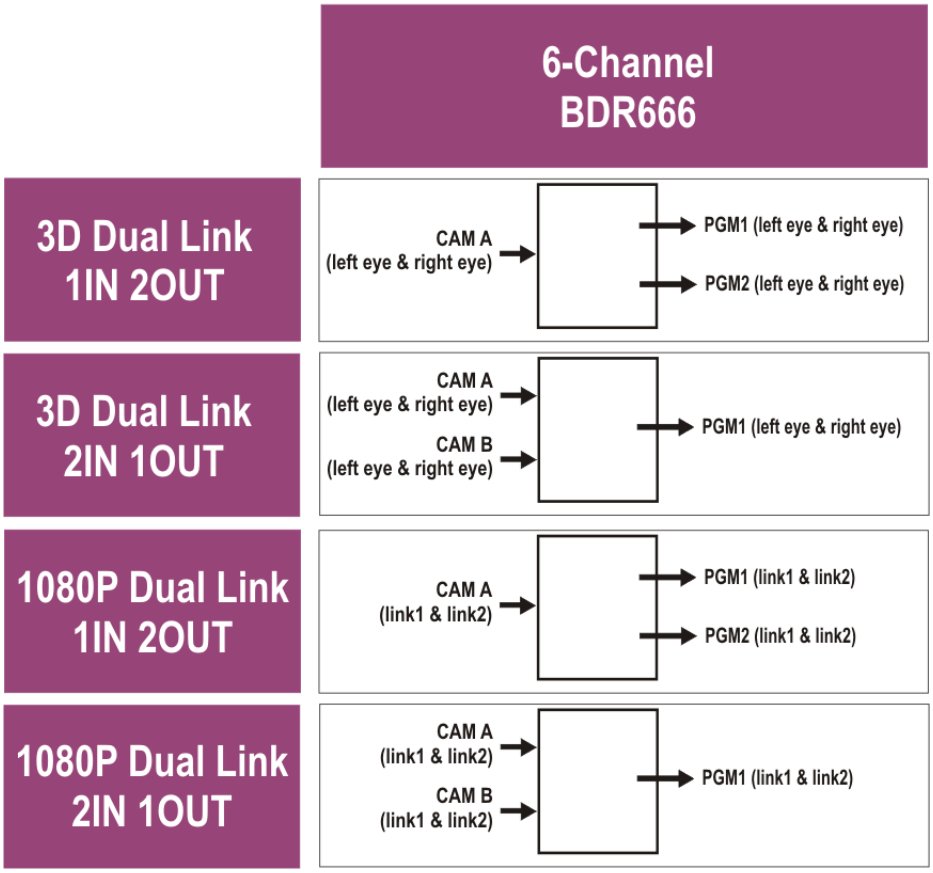
CODEC LIMITATIONS

The 4-channel configurations in 3D, 1080p and 3D SLSM 3x are not supported with all codecs, nor with all codec profiles:

- All HD codecs are implemented with the above-mentioned configurations.
- SD codecs do not support these configurations.
- AVC-Intra 100 does not support the 3D SLSM 3x configuration.
- Among the Avid DNxHD® and Apple ProRes codec profiles, only Avid DNxHD® 100 Mbps and Apple ProRes 422 LT support these configurations.

CONFIGURATIONS IN 3D/1080P WITH COHX BOARDS

On COHX boards, each SDI input is recorder/played back from one COHX module, each one containing only one channel. Consequently, the following 3D/1080p Dual Link configurations are possible with COHX boards:



The possible configurations shown in the above table correspond to the following physical channel allocation on the COHX modules for the 2 IN 1 OUT application:

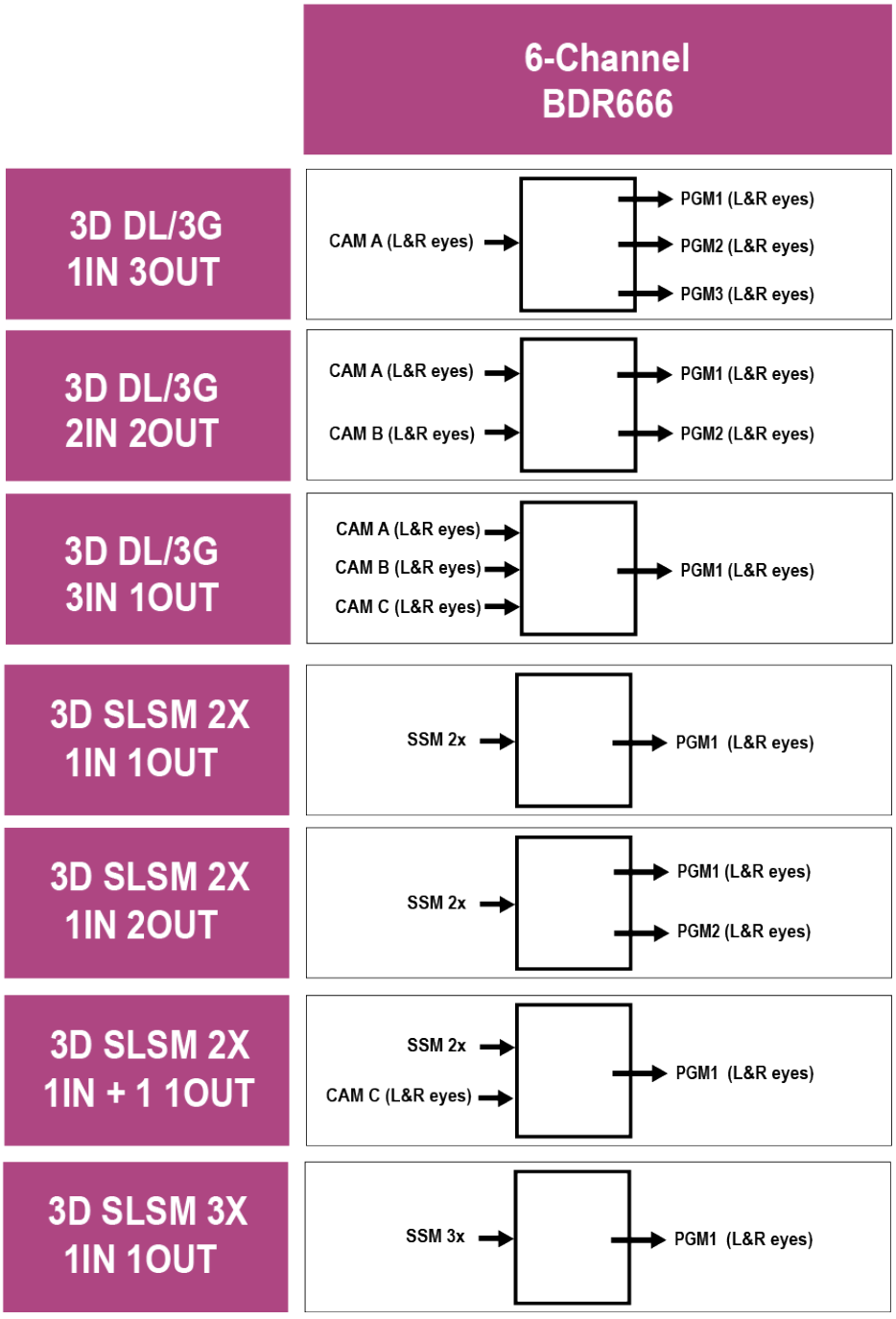
	Codec 1		Codec 2		Codec 3	
	IN 1	IN 2	IN 3	IN 4	OUT 1	OUT 1
	CAM A	CAM A	CAM B	CAM B	PGM 1	PGM 1
3D Dual Link	Left eye	Right eye	Left eye	Right eye	Left eye	Right eye
1080p Dual Link	Link 1	Link 2	Link 1	Link 2	Link 1	Link 2

CONFIGURATIONS IN 3D/1080P WITH V3X BOARDS

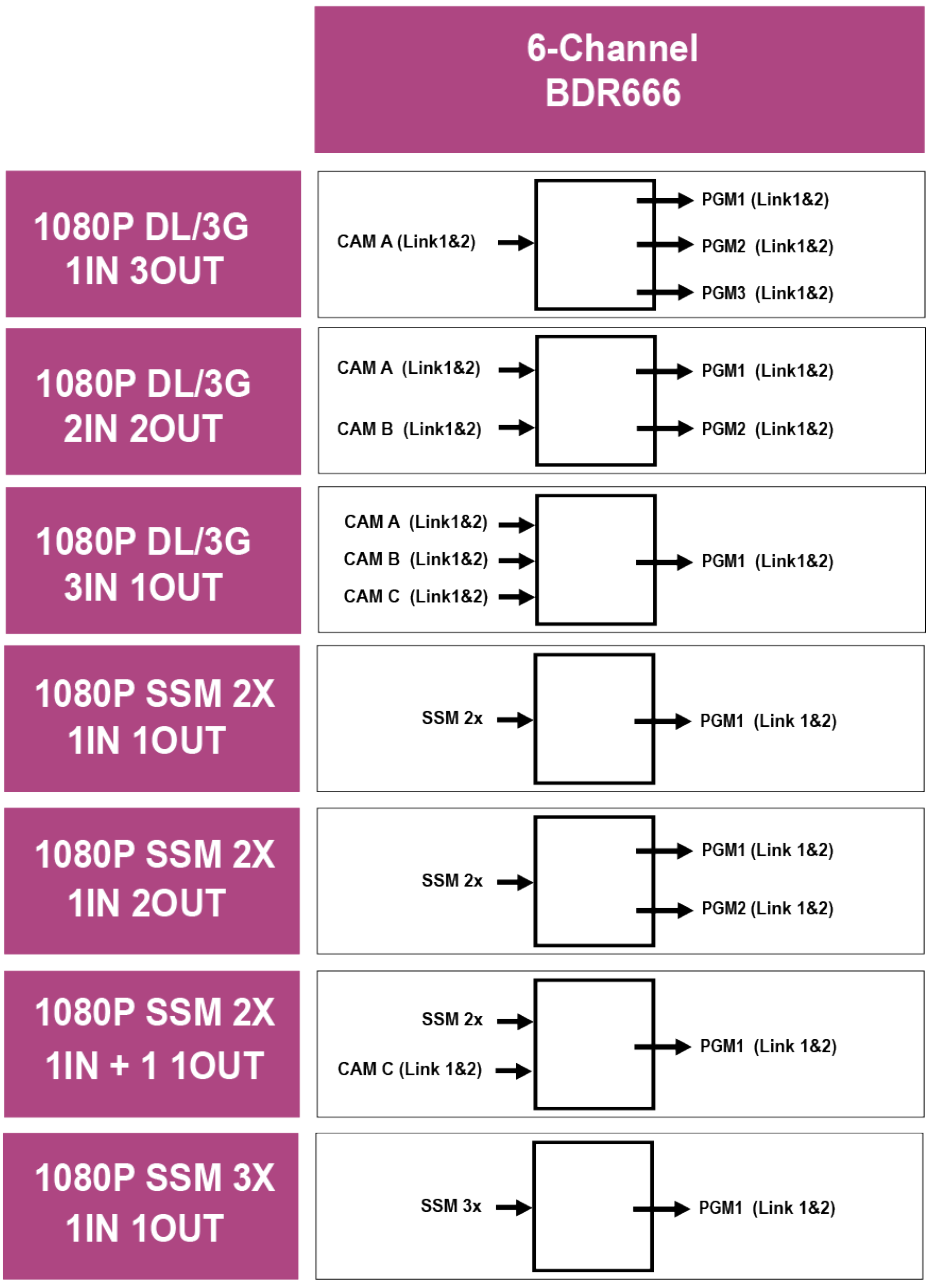
On V3X boards, up to two channels per module can be used (instead of one on COHX boards). On V3X boards, two channels physical channels are used in Dual Link for each logical channel, whereas only one physical channel for a logical channel is used in 3G.

This allows the 3D/1080p configurations presented in the table below:

EVS XT[2]+ - 3D Configurations on V3X Boards with Dual Link or 3G Interface



EVS XT[2]+ - 1080P Configurations on V3X Boards with Dual Link or 3G Interface



The following tables show the physical channel allocation on the V3X modules for several (but not all) possible configurations:

3D Dual Link 2IN 2OUT

Codec 1				Codec 2				Codec 3			
OUT1	OUT1B	OUT2	OUT2B	IN3	IN3B	IN4	IN4B	IN1	IN1B	IN2	IN2B
PGM1	PGM1	PGM2	PGM2	CAMC	CAMC	CAMD	CAMD	CAMA	CAMA	CAMB	CAMB
Left eye	Right eye	Left eye	Right eye	-	-	-	-	Left eye	Right eye	Left eye	Right eye

1080p 3G 2IN 2 OUT

Codec 1				Codec 2				Codec 3			
OUT1	OUT1B	OUT2	OUT2B	IN3	IN3B	IN4	IN4B	IN1	IN1B	IN2	IN2B
PGM1	PGM1	PGM2	PGM2	CAMC	CAMC	CAMD	CAMD	CAMA	CAMA	CAMB	CAMB
PGM1	-	PGM2	-	-	-	-	-	REC1	-	REC2	-

1080p Dual Link SLSM 2x + 2OUT

Codec 1				Codec 2				Codec 3			
OUT1	OUT1B	OUT2	OUT2B	IN3	IN3B	IN4	IN4B	IN1	IN1B	IN2	IN2B
PGM1	PGM1	PGM2	PGM2	CAMB	CAMB	CAMB	CAMB	CAMA	CAMA	CAMA	CAMA
Left	Right	Left	Right	-	-	-	-	Left phase 1	Right phase 1	Left phase 2	Right phase 2

3D Dual Link SLSM 3x + 1OUT

Codec 1				Codec 2				Codec 3			
OUT1	OUT1B	OUT2	OUT2B	IN3	IN3B	IN4	IN4B	IN1	IN1B	IN2	IN2B
PGM1	PGM1	PGM2	PGM2	CAMA	CAMA	CAMB	CAMB	CAMA	CAMA	CAMA	CAMA
Left	Right			Left phase 3	Right phase 3	-	-	Left phase 1	Right phase 1	Left phase 2	Right phase 2

Important

When you activate or deactivate the 1080p video standard using a Dual Link interface, it is highly recommended to check and set manually the desired channel configuration in the Channels Configuration screen before you launch the requested application.

1.3.7 HYPERMOTION MANAGEMENT

PRINCIPLES

The hypermotion cameras can now be controlled by the LSM Remote Panel. The camera is linked via a RS422 or LAN PC connector to the same XT2+ server as the controlling Remote Panel.

In setups including a hypermotion camera, the following principles apply:

- An XT2+ server cannot control more than one hypermotion camera.
- The hypermotion camera is used with the classical channel configurations.
- Not all Multicam LSM configurations with several PGMs and several Remotes are supported within the current RS422 and channel configuration constraints.
- If the Recorder Mode setting on the Remote Panel setup (page 6.4, F3) is set to 'Hypermotion only', an additional menu is made available in the Main menu of the LSM Remote Panel.

REMOTE PANEL ASSIGNMENT

In setups where several LSM Remotes and a hypermotion camera are defined, the assignment of the various PGMs and hypermotion camera to the Remote Panels is automatically performed as shown in the table below depending on:

- the number of PGMs in the selected channel configuration
- the selected Remote Mode (Hypermotion only or Hypermotion + LSM)
- the number of Remote Panels available

The following table presents the possible configurations:

# of Remotes	1		2		3		4	
Hypermotion Mode	Hyperm. Only	Hyperm. + LSM	Hyperm. Only	Hyperm. + LSM	Hyperm. Only	Hyperm. + LSM	Hyperm. Only	Hyperm. + LSM
1 OUT	NA	R1: PGM1 +hyperm.	R1: PGM1 R2: hyperm.	NA	NA	NA	NA	NA
2 OUT	NA	R1: PGM1 +PGM2 +hyperm.	R1: PGM1 +PGM2 R2: hyperm.	R1: PGM1 R2: PGM2 +hyperm.	R1: PGM1 R2: PGM2 R3: hyperm.	NA	NA	NA
3 OUT	NA	R1: PGM1 +PGM2 +PGM3 +hyperm.	R1: PGM1 +PGM2 +PGM3 R2: hyperm.	R1: PGM1 +PGM2 R2: PGM3 +hyperm.	R1: PGM1 +PGM2 R2: PGM3 R3: hyperm.	R1: PGM1 R2: PGM2 R3: PGM3 +hyperm.	R1: PGM1 R2: PGM2 R3: PGM3 R4: hyperm.	NA
4 OUT	NA	R1: PGM1 +PGM2 +PGM3 +hyperm.	R1: PGM1 +PGM2 +PGM3 R2: hyperm.	R1: PGM1 +PGM2 +PGM3 R2: PGM4 +hyperm. OR R1: PGM1 +PGM2 R2: PGM3 +PGM4 +hyperm.	R1: PGM1 +PGM2 R2: PGM3 +PGM4 R3: hyperm.	R1: PGM1 +PGM2 R2: PGM3 R3: PGM4 +hyperm.	R1: PGM1 +PGM2 R2: PGM3 R3: PGM4 R4: hyperm.	R1: PGM1 R2: PGM2 R3: PGM3 R4: PGM4 +hyperm.

'PGM1+PGM2' can represent the 2PGMs mode as well as the PGM/PRV mode.

Important

The cells with 'NA' correspond to impossible configurations taking into account the existing constraints. In this case, the Hypermotion option is not available in the operational menu even if the Hypermotion setting is set to 'Yes'.

1.3.8 EMBEDDED AUDIO SIGNALS ON COHX AND V3X IN REC/PLAY

Embedded audio is present on the monitoring of the codecs in rec.

In the Hardware Technical Reference manual, you can find schemas that show which video signal is present on each of the BNC of a COHX and V3X input/output.

The tables in this section describe which video and embedded audio signals are present on each BNC connector:

- SD and HD configurations on EVS servers with COHX or V3X boards are similar except that:
  - J1 is not connected on V3X boards
  - J5 is not used in SD/HD configurations
- In 3D or 1080p Dual Link configurations with COHX or V3X boards, the embedded audio is only available on the left eye (3D) or link 1 (1080p). No audio is available on J5 and J3.

SD Codec in Rec (COHX & V3X)

BNCs	Video	Embedded Audio (if present at input)	Delay	Phase
J8	SD Input	Yes	n/a	n/a
J6	SD-SDI loop of input J8 (IN1)	Audio of J8	n/a	n/a
J7	SD-SDI loop of input (J8)	Audio of J8	n/a	n/a
J3	SD-SDI loop of input (J8)	Audio of J8	n/a	n/a
J1	SD-SDI or CVBS signal of J8 with OSD (not connected on V3X)	Audio of J8 only in SDI (not connected on V3X)	n/a	n/a
J4	SD signal of J8 with OSD	Audio of J8	n/a	n/a

SD Codec in Play (COHX & V3X)

BNCs	Video	Embedded Audio (depending on the avcfg configuration)
J8	n/a	n/a
J6	SD clean output	Yes
J7	SD clean output	Yes
J3	n/a	n/a
J1	SD-SDI or CVBS output with OSD (not connected on V3X)	Only in SDI
J4	SD output with OSD	Yes

HD Codec in Rec (COHX & V3X)

BNCs	Video	Embedded Audio (if present at input)	Delay	Phase
J8	HD Input	Yes	n/a	n/a
J6	HD signal of J8 (IN1)	Audio of J8	n/a	n/a
J7	HD signal of J8	Audio of J8	n/a	n/a
J3	SD downconverted signal of J8	Audio of J8	No*	Adjustable
J1	SD SDI or CVBS signal of J8 with OSD (not connected on V3X)	Audio of J8 only in SDI (not connected on V3X)	No*	Adjustable
J4	HD signal of J8 with OSD	Audio of J8	n/a	n/a

* No delay if the **Rec HD -> SD Low Latency** setting is set to 'ON' in the Advanced Parameters window of the selected application in the EVS software.

HD Codec in Play (COHX & V3X)

BNCs	Video	Embedded Audio (depending on the avcfg configuration)
J8	n/a	n/a
J6	HD clean output	Yes
J7	HD clean output	Yes
J3	SD downconverted output	Yes
J1	SD-SDI or CVBS output with OSD (not connected on V3X)	Only in SDI (not connected on V3X)
J4	HD output with OSD	Yes

3D/1080p Dual Link Codec in Rec

BNCs	Video	Embedded Audio (if present at input)	Delay	Phase
J8	HD Input Left eye/link A	Yes	n/a	n/a
J6	HD signal of J8 (IN1)	Audio of J8	n/a	n/a
J7	HD signal of J8	Audio of J8	n/a	n/a
J3	HD signal of J5 Right eye/Link B	No	n/a	n/a
J5	HD Input Right eye/Link B	No	n/a	n/a
J4	HD/SD signal of J8 with OSD	Audio of J8	n/a	n/a

3D/1080p Dual Link Codec in Play

BNCs	Video	Embedded Audio (depending on the avcfg configuration)
J8	n/a	n/a
J6	HD output Left eye / Link A	Yes
J7	HD output Left eye / Link A	Yes
J3	HD output Right eye / Link B	No
J5	n/a	n/a
J4	HD/SD output Left eye/Link A with OSD	Yes

3D/1080p 3G Codec in Rec

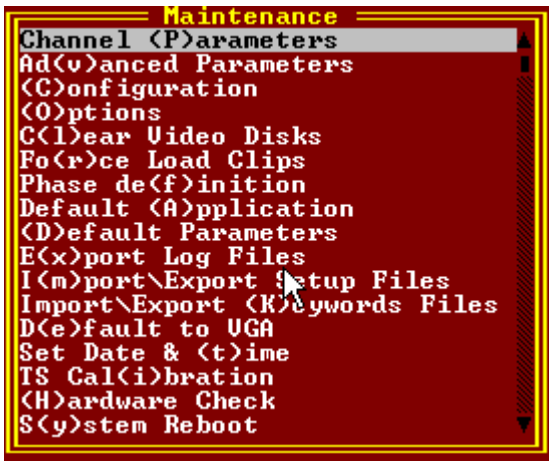
BNCs	Video	Embedded Audio (if present at input)	Delay	Phase
J8	3G Input	Yes	n/a	n/a
J6	3G signal of J8 (IN1)	Audio of J8	n/a	n/a
J7	3G signal of J8	Audio of J8	n/a	n/a
J3	HD/SD signal of J8	Audio of J8	n/a	n/a
J5	n/a	n/a	n/a	n/a
J4	HD/SD signal of J8 with OSD	Audio of J8	n/a	n/a

3D/1080p 3G Codec in Play

BNCs	Video	Embedded Audio (depending on the avcfg configuration)
J8	n/a	n/a
J6	3G output	Yes
J7	3G output	Yes
J3	HD/SD output	Yes
J5	n/a	n/a
J4	HD/SD output with OSD	Yes

1.4 MAINTENANCE MENU

The Maintenance menu contains various options to configure and check the system. These options are described in details in the next sections.



To select an option, press the UP ARROW and DOWN ARROW keys of the keyboard to highlight the corresponding line and press ENTER or press the key corresponding to the character between brackets.

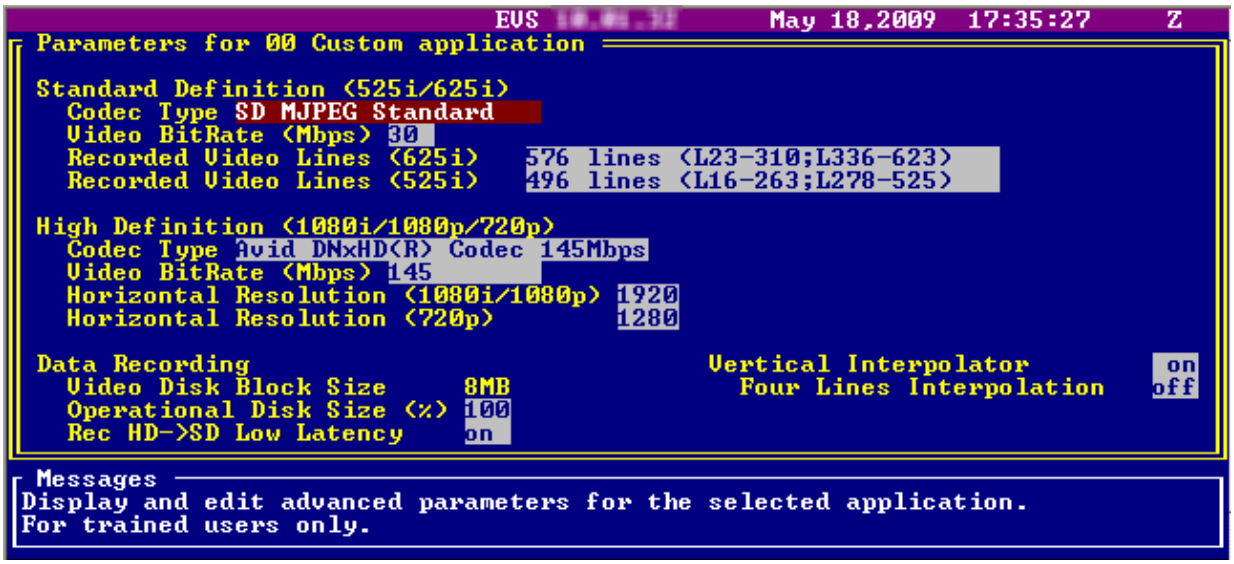
To go back to the Application window, press ESC on the keyboard.

1.4.1 ADVANCED PARAMETERS

Important

Most parameters are factory preset, and should not be modified without advice of qualified EVS staff.

Improper values for some parameters will prevent the proper operation of the system. Please refer to the parameters' charts for correct values. (See section 1.4.9 'Default Parameters', on page 44)


EVS
May 18,2009 17:35:27 Z
Parameters for 00 Custom application
Standard Definition (525i/625i)
Codec Type SD MJPEG Standard
Video BitRate (Mbps) 30
Recorded Video Lines (625i) 576 lines (L23-310;L336-623)
Recorded Video Lines (525i) 496 lines (L16-263;L278-525)
High Definition (1080i/1080p/720p)
Codec Type Avid DNxHD(R) Codec 145Mbps
Video BitRate (Mbps) 145
Horizontal Resolution (1080i/1080p) 1920
Horizontal Resolution (720p) 1280
Data Recording
Video Disk Block Size 8MB
Operational Disk Size (%) 100
Rec HD->SD Low Latency on
Vertical Interpolator on
Four Lines Interpolation off
Messages
Display and edit advanced parameters for the selected application.
For trained users only.

HOW TO MODIFY ADVANCED PARAMETERS

1. Press F9 to open the Maintenance menu.
2. Select the 'Advanced Parameters' item and press ENTER.
3. Press the UP ARROW and DOWN ARROW keys to select the parameter to modify and press ENTER.
4. Enter the desired value, and then press ENTER.
5. When all parameters are set, press ESC.

A confirmation message is displayed, press ENTER.

CODECS AVAILABILITY AND OPTIONS DEPENDING ON THE VIDEO STANDARD AND THE HARDWARE

SD 625i

	COHX		
Codec Type	**SD MJPEG Standard**	**SD IMX (D10)**	**DVCPro 50**
Bitrate	20-100 Mbps	30 ; 40 ; 50 Mbps	50 Mbps
	Default : 30 Mbps	Default : 30 Mbps	Default : 50 Mbps
Recorded video lines	576 lines (L23-310 ; L336-623) default	608 lines (L7-310 ; L320-623)	576 lines (L23-310 ; L335-622)
	592 lines (L15-310 ; L328-623)		
	608 lines (L7-310 ; L320-623)		

SD 525i

	COHX		
Codec Type	**SD MJPEG Standard**	**SD IMX (D10)**	**DVCPro 50**
Bitrate	20-100 Mbps	30 ; 40 ; 50 Mbps	50 Mbps
	Default : 30 Mbps	Default : 30 Mbps	Default : 50 Mbps
Recorded video lines	496 lines (L16-23 ; L278-525) default	512 lines (L7-262 ; L270-525)	480 lines (L23-262 ; L285-524)
	480 lines (L23-262 ; L286-525)		
	512 lines (L7-262 ; L270-525)		

HD 1080i/1080p 50Hz

Board	COHX/V3X											V3X
Codec Type	HD MJPEG EVS	HD MJPEG Standard	HD MPEG2 Intra	AVID DNxHD 120 Mbps	AVID DNxHD 185 Mbps	AVID DNxHD (10-bit) 185 Mbps	Apple ProRes 422 LT 85 Mbps	Apple ProRes 422 120 Mbps	Apple ProRes 422 HQ 185 Mbps	Apple ProRes 422 HQ (10-bit) 185 Mbps	DVCPro HD 100 Mbps	AVC Intra 100 111 Mbps
Bitrate (Mbps)	20-360	20-360	20-360	1-120	121-185	121-185	85	120	185	185	100	111
	Default : 100	Default : 100	Default : 100	Default: 120	Default : 185	Default : 185	Default: 85	Default: 120	Default: 185	Default: 185	Default : 100	Default : 111
Horizontal Resolution	960	960	960	1920	1920	1920	1920	1920	1920	1920	1440	1920
	1152	1152	1152									
	1280 (default)	1280 (default)	1280 (default)									
	1372	1372	1372									
	1440	1440	1440									
	1536	1536	1536									
	1600	1600	1600									
	1920	1920	1920									

HD 1080i/1080p 59,94Hz

Board	COHX/V3X											V3X
Codec Type	HD MJPEG EVS	HD MJPEG Standard	HD MPEG2 Intra	AVID DNxHD 145 Mbps	AVID DNxHD 220 Mbps	AVID DNxHD (10-bit) 220 Mbps	Apple ProRes 422 LT 102 Mbps	Apple ProRes 422 145 Mbps	Apple ProRes 422 HQ 220 Mbps	Apple ProRes 422 HQ (10-bit) 220 Mbps	DVCPro HD 100 Mbps	AVC Intra 100 111 Mbps
Bitrate (Mbps)	20-360	20-360	20-360	1-145	146-220	146-220	102	145	220	220	100	111
	Default: 100	Default: 100	Default: 100	Default: 145	Default: 220	Default: 220	Default: 102	Default: 145	Default: 220	Default: 220	Default : 100	Default : 111
Horizontal Resolution	960	960	960	1920	1920	1920	1920	1920	1920	1920	1280	1920
	1152	1152	1152									
	1280 (default)	1280 (default)	1280 (default)									
	1372	1372	1372									
	1440	1440	1440									
	1536	1536	1536									
	1600	1600	1600									
	1920	1920	1920									

HD 720p 50Hz

Board	COHX/V3X											V3X
Codec Type	HD MJPEG EVS	HD MJPEG Standard	HD MPEG2 Intra	AVID DNxHD 120 Mbps	AVID DNxHD 185 Mbps	AVID DNxHD (10-bit) 185 Mbps	Apple ProRes 422 LT 85 Mbps	Apple ProRes 422 120 Mbps	Apple ProRes 422 HQ 185 Mbps	Apple ProRes 422 HQ (10-bit) 185 Mbps	DVCPro HD 100 Mbps	AVC Intra 100 111 Mbps
Bitrate (Mbps)	20-360	20-360	20-360	1-120	121-185	121-185	85	120	185	185	100	111
	Default : 100	Default : 100	Default : 100	Default: 120	Default : 185	Default : 185	Default: 85	Default: 120	Default: 185	Default: 185	Default : 100	Default : 111
Horizontal Resolution	640	640	640	1280	1280	1280	1280	1280	1280	1280	960	1280
	768 (default)	768 (default)	768									
	960	960	960									
	1024	1024	1024									
	1280	1280	1280 (default)									

HD 720p 59,94Hz

Board	COHX/V3X											V3X
Codec Type	HD MJPEG EVS	HD MJPEG Standard	HD MPEG2 Intra	AVID DNxHD 145 Mbps	AVID DNxHD 220 Mbps	AVID DNxHD (10-bit) 220 Mbps	Apple ProRes 422 LT 102 Mbps	Apple ProRes 422 145 Mbps	Apple ProRes 422 HQ 220 Mbps	Apple ProRes 422 HQ (10-bit) 220 Mbps	DVCPro HD 100 Mbps	AVC Intra 100 111 Mpbs
Bitrate (Mbps)	20-360	20-360	20-360	1-145	146-220	146-220	102	145	220	220	100	111
	Default: 100	Default: 100	Default: 100	Default: 145	Default: 220	Default: 220	Default: 102	Default: 145	Default: 220	Default: 220	Default : 100	Default: 111
Horizontal Resolution	640	640	640	1280	1280	1280	1280	1280	1280	1280	960	1280
	768 (default)	768 (default)	768									
	960	960	960									
	1024	1024	1024									
	1280	1280	1280 (default)									

Note:

The dynamic bitrate management system modifies compression tables for each recorded field to keep the bitrate of the encoded stream as close as possible to the target. A higher bitrate means better picture quality and less storage capacity but a higher bandwidth is required. Improper values can lead to exceed disks performance, causing frozen pictures during playback.

Important

Some video formats allowed on XT2+ hardware create clips that are not compatible with previous hardware. When an incompatible format is selected, a warning will be issued at the starting up of the application. In addition, the video format information displayed on the Shift-F2 page of the Multicam indicates any incompatible information.

VIDEO DISK BLOCK SIZE

[8 MB]

This parameter indicates the size (in KB) of data blocks to be recorded to or read from the disks.

OPERATIONAL DISK SIZE

Range: [0...100]

This parameter indicates the percentage of the disks actually used to store the data. Restricting access to the centre part of the drives increases the performance of the system but decreases capacity.

REC HD-> SD LOW LATENCY

Possible Values: Off / On

This parameter prevents the downconverted output of the record channels from being delayed. This is very useful in setups including high resolution and low resolution servers.

VERTICAL INTERPOLATOR AND FOUR LINES INTERPOLATION

Possible values: Off / On

This parameter enables or disables the interpolation processes. Select off to disable the interpolation process, or on to enable the interpolation process selected by the Four lines interpolation parameter. An interpolation process is aimed at reducing the vertical jitter of the pictures that is present during slow-motion replays.

This vertical jitter is actually caused by a violation of the frame parity when playing back the pictures at less than 100 % speed.

The process consists in re-building new frames to produce a more transparent result. These frames have to be interpolated - that is calculated by making suitably weighted averages of adjacent lines. There are 2 interpolation modes: the 2-line interpolator and the 4-line interpolator. The disadvantage of this method is that it reduces the vertical resolution. This is particularly true with the 4-line interpolator.

The user can choose between 3 modes:

no interpolation: maximizes the vertical bandwidth of the picture but a vertical jitter appears in “SloMo”. [set 'Interpolation validation' to off, whatever the value of 'Four lines interpolation']

2-line interpolator: reduces the vertical jitter but the vertical bandwidth is reduced. [set 'Four lines interpolation' to off and 'Interpolation validation' to on]

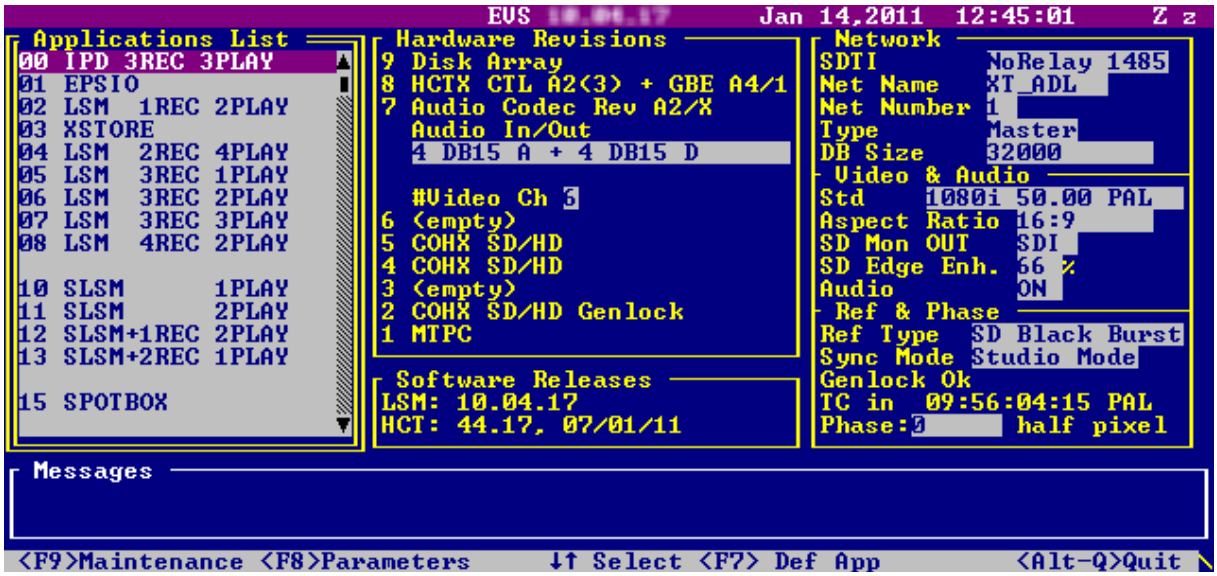
4-line interpolator: the picture is perfectly steady but the vertical bandwidth is even more reduced. [set 'Four lines interpolation' to on and 'Interpolation validation' to on]

Note:

All VTRs use interpolation in PLAY VAR mode.

1.4.2 CONFIGURATION

This function is used to set the hardware configuration of the system (boards release numbers, port settings,...).



HOW TO ENTER THE CONFIGURATION WINDOW

To enter the configuration window, press F9 to open the Maintenance menu, select 'Configuration' and press ENTER. A double frame appears around the Configuration window, and the cursor blinks next to one of the parameters in this window part.

HOW TO MODIFY AN ITEM IN THE CONFIGURATION WINDOW

1. Press the UP ARROW, DOWN ARROW, or <TAB> keys to select the desired item.
2. Press the <SPACE BAR> several times until the correct value appears.
3. Select another item to modify or press ESC to go back to the Maintenance menu.

HARDWARE REVISIONS AREA

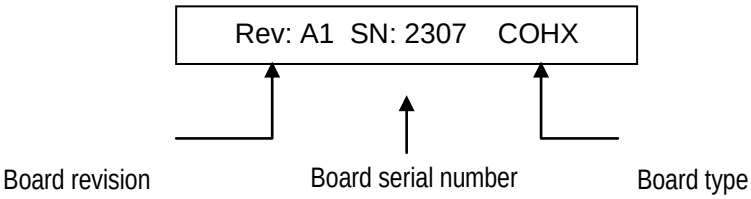
This area indicates, board by board, the detected hardware inside the chassis. Please refer to the XT2+ Technical Reference Hardware manual for more information about the hardware.

Some pieces of information cannot be detected:

- Audio In/Out: defines the audio input and output connectors available from the rear panel.
  - 16 XLR Analog,
  - 16 XLR Digital,
  - 16 XLR Analog + 8 XLR Digital,
  - 16 XLR Analog + 16 BNC Digital
  - 16 XLR Analog + 4 DB15 Digital
  - 8 XLR Analog + 16 XLR Digital
  - None
- Video Ch.: the number of available video channels can be adjusted.

Note:

The order of the boards in this list is the same as inside the mainframe, from top to bottom. The revision of a board located in the front part of the mainframe is always written on a white label on the left front end of the board.



SOFTWARE RELEASES AREA

LSM

This parameter displays the version number of Multicam software installed.

HCT

This parameter displays the version number and release date of HCT microcode installed.

NETWORK AREA

SDTI

Possible values: [off / 1485Mbps Non-Relay]

This parameter makes it possible to enable the SDTI option and select the bandwidth of the network.

On XT2+ servers, there are one pair of SDTI connectors: XNet2 Non-Relay connectors are used at 1485 Mbps.

The SDTI circuit is closed only when the Multicam software is started.

Important

The SDTI bandwidth must be identical on all XT2+ servers connected to the XNet.

If one system is configured with a different bandwidth, it will block the entire network.

The Disk Block Size parameter must be the same on all XT2+ servers.

Net Name

The Net name defines the machine name on the network. This name is user-defined but cannot exceed 8 characters. Entering a Network Name is not mandatory because a network number is also assigned to the system, but it is recommended to easily identify all servers connected to the XNet.

Net Number

Range: [1 ... 29]

The Net Number parameter defines the machine number on the network. This number is user-defined and must be unique for each system on the network. When entering a new number if this number is already assigned to another machine, an error message will warn the user.

Type

Possible values: [Client, Master, Server]

The type defines the privileges of the XT2+ server on the SDTI network. One XT2+ server on the network should be set to Server type. If no server is defined, XNet will not be activated. If more than one server is defined, only the first one to connect will be the actual server.

Other XT2+ servers on the network can be set either to Master type if they need to access clips from other servers, or to Client type if their clips must be available on the network but they don't need to access clips from other servers.

	Allowed to access the content of all XT2+ servers on the network	Can be accessed by other XT2 servers on the network
SERVER	Yes	Yes
MASTER	Yes	Yes
CLIENT	No	Yes

DB Size

Possible value: [32000 clips]

This parameter defines the size of the network database, i.e. the maximum number of clips that can be created for the entire SDTI network.

VIDEO & AUDIO AREA

Std

This parameter allows selecting the video standard:

- 625i 50.00 PAL (default for SD)
- 525i 59.94 NTSC
- 525i 59.94 NTSC Japan
- 1080i 50.00 PAL (default for HD)
- 1080i 59.94 NTSC
- 1080i 59.94 NTSC Japan
- 1080p 50.00 PAL
- 1080p 59.94 NTSC
- 1080p 59.94 NTSC Japan
- 720p 50.00 PAL
- 720p 59.94 NTSC
- 720p 59.94 NTSC Japan

Aspect Ratio

In High Definition, this parameter allows the user to select the format of the image for the downconverted outputs of the XT2+ (not used in SD configurations).

4:3 L Box	letterbox *(default*), the entire width of the 16:9 original picture is shown, but there are black panels horizontally above and below the picture.
4:3 Crop	the sides of the 16:9 picture are cut off but the 4:3 frame is filled.
16:9	anamorphic, widescreen mode. The 16:9 picture area is squeezed horizontally to fit inside the 4:3 space.

In Standard Definition, the parameter defines the aspect ratio of the incoming video feeds to adjust the aspect ratio of the graphics when drawing circles in Target Tracking and Painting modes, and for third-party usage, and in Xedio for instance.

SD Mon OUT

This parameter is only displayed on and applicable to EVS servers with COHX boards.

Possible values: [CVBS or SDI]

This parameter specifies the type of output monitoring.

Char OUT

This parameter is only displayed on and applicable to EVS servers with V3X boards.

Possible values: For J4 connector [HD or SD] (Default SD). For J1 connector [CVBS or SDI] (Default CVBS)

This parameter specifies the type of output monitoring on the J4 and J1 connectors.

You can choose to monitor:

- in HD or SD on J4 connector
- in CVBS or SDI on J1 connector.

OUT B J3

This parameter is only displayed on and applicable to EVS servers with V3X boards.

Possible values: [HD or SD] (Default HD)

This parameter, which is only displayed in Dual Link configurations, makes it possible to select whether you want the J3 output in HD or SD.

SD Edge Enhancement

Range: [0 – 200%] (Default 66%)

This parameter specifies the value of the edge enhancer for the SD downconverted outputs of the XT2+ servers set in HD.

Audio

Possible values: [On or Off]

This parameter enables or disables the Audio.

REF & PHASE AREA

Ref Type

Possible values: [SD Black Burst, HD Tri-Level Sync]

This parameter allows selecting the genlock reference input between:

- SD Black Burst *(default)*
- HD Tri-Level Sync (HD only)

Sync Mode

Possible values: [Studio mode, Resync mode]

This parameter allows selecting the frame synchronizer mode between:

- Studio mode: should be used when the video input signals are synchronized. *(default)*
- Resync mode: should be used when the video input signals are not synchronized. In this case, they will be re-synchonized on the digital I/O board. This can cause a shift of up to 3 fields between the various video input signals.

Genlock

Possible values: [OK or BAD]

This information is automatically displayed. This parameter checks if the Genlock input is valid.

TC In

This parameter displays the status of the LTC input of the server, and the video format corresponding to the incoming timecode.

Ex: “TC in 12:24:45:09 PAL” or “TC in 12:24:45:09 NTSC”. If no valid timecode is detected, the display will show “TC in --:--:--:-- Bad”.

Phase

This parameter shows the value currently set for the main video phase of the digital video outputs. Refer to the ‘Phase Definition’ section for details.

1.4.3 RAID CONFIGURATION

RAID CONSTRUCTION

At the first start, the software builds the raids using the following settings:

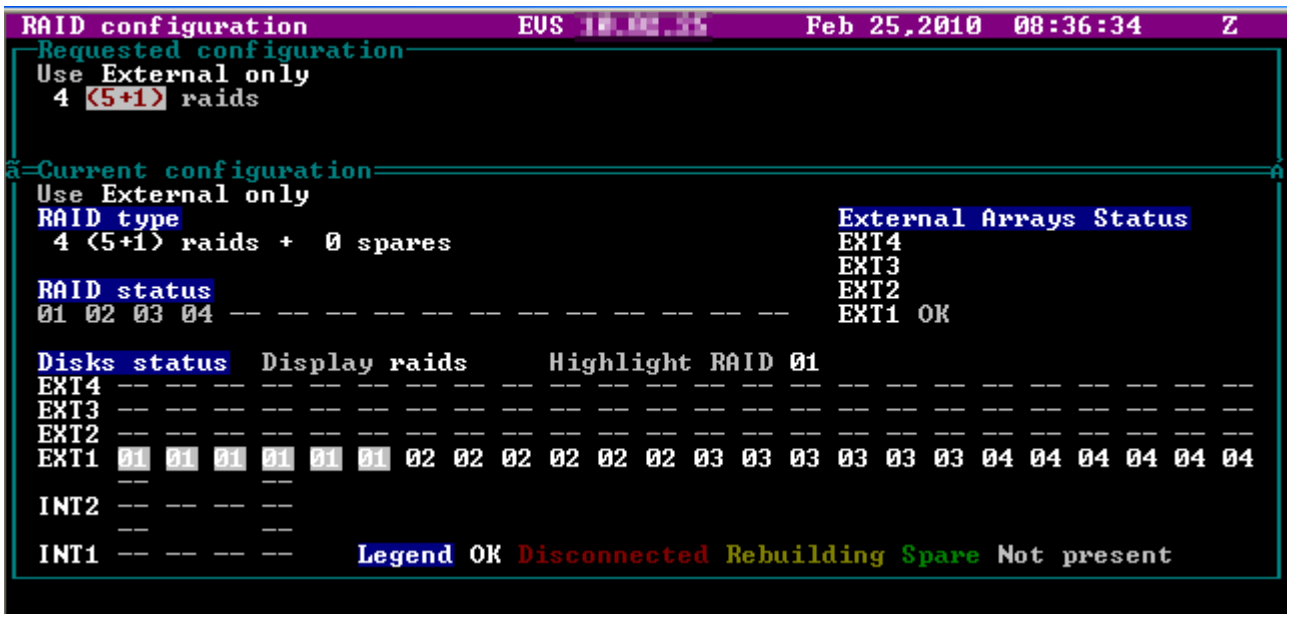
- If internal and external storage are detected, both are used
- (5+1) raid configuration with a maximum of 5 spares is used. First, all the raids are built. The remaining disks are used as spare disks. The construction of raids starts with internal arrays and carries on with external arrays. A raid can be created across several hardware arrays.

Note

Only SAS drives from EVS can be used as they are specifically configured to work with EVS video servers.

RAID CONFIGURATION

This function, from the Maintenance menu, is used to let the users change the RAID type.



Requested Configuration

This area is used to select the following parameters.

Storage Type

Possibilities are: Internal only, External + Internal and External only.

Number of Raids

Enter the number of raids you want to use.

Raid Configuration Type

Select the Raid configuration type. The software is able to handle two raid organizations:

- (4+1): raid of 5 disks
- (5+1): raid of 6 disks

Current Configuration

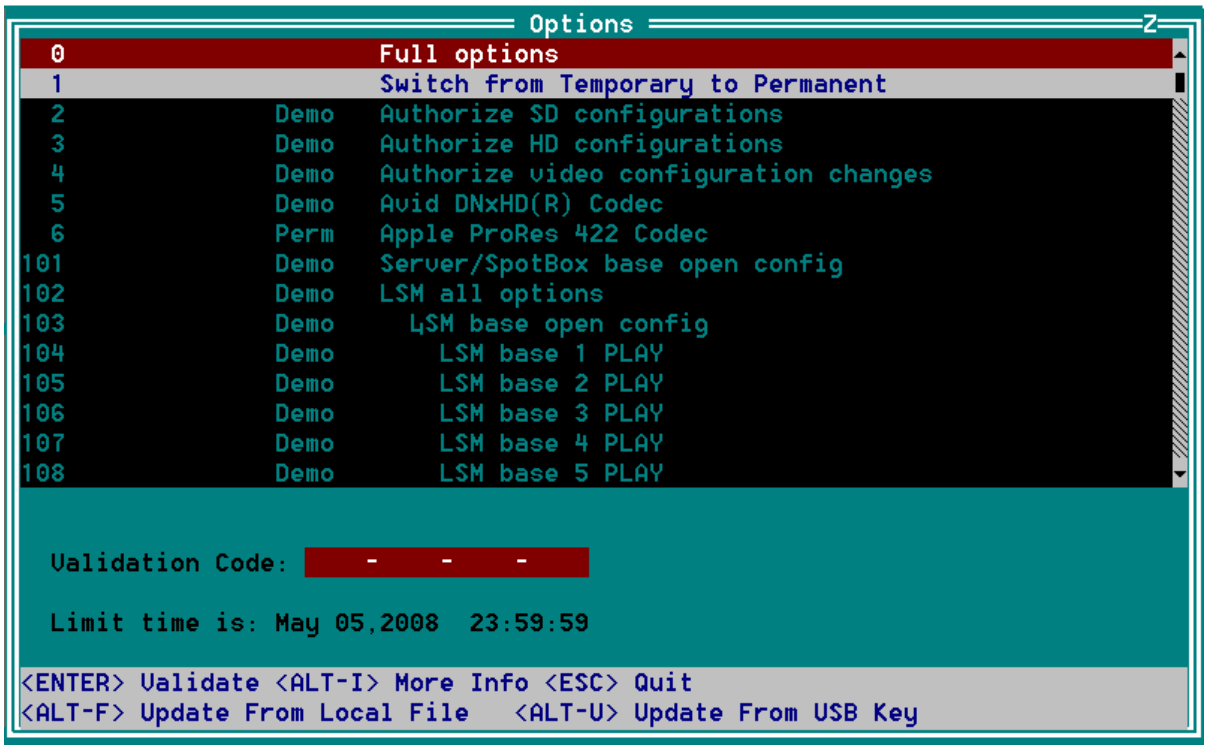
This area is used to display the selected configuration but no parameter can be updated here.

Refer to section 3.2 ‘Server Monitoring’ on page 60 for a description of each field.

1.4.4 OPTIONS

ACCESSING THE OPTIONS MENU

To enter the Options menu, open the Maintenance menu, then press the UP ARROW and DOWN ARROW keys to highlight the 'Options' line, and press ENTER. The Options window appears as shown below:


Options
0 Full options
1 Switch from Temporary to Permanent
2 Demo Authorize SD configurations
3 Demo Authorize HD configurations
4 Demo Authorize video configuration changes
5 Demo Avid DNxHD(R) Codec
6 Perm Apple ProRes 422 Codec
101 Demo Server/SpotBox base open config
102 Demo LSM all options
103 Demo LSM base open config
104 Demo LSM base 1 PLAY
105 Demo LSM base 2 PLAY
106 Demo LSM base 3 PLAY
107 Demo LSM base 4 PLAY
108 Demo LSM base 5 PLAY
Validation Code: - - -
Limit time is: May 05,2008 23:59:59
<ENTER> Validate <ALT-I> More Info <ESC> Quit
<ALT-F> Update From Local File <ALT-U> Update From USB Key

INTRODUCTION

This window is used to manage software license codes for all applications. This window only displays the permanent codes you have subscribed to, as well as valid or expired temporary codes.

To run particular application software and/or specific software options, not only the software itself is required but also a license key, which is unique for every option on every system.

This license key can be temporary and be valid only until a defined deadline for demonstration purposes, or permanent with no time limit.

Example of line for a PERMANENT option

104	PERM	Multicam LSM Base 1 PLAY

Example of line for a TEMPORARY option

108	DEMO	Multicam LSM Base 5 PLAY

Example of line for a TEMPORARY option with From Date/To Date

109 01/12/05 to 31/12/05 Multicam LSM Base 6 PLAY

DISPLAY

In the Options menu, the highlighted lines show the valid options. The red line is the current line. Press the UP ARROW and DOWN ARROW keys to move inside the options list.

When temporary options are present, the limit time for these is shown in the lower part of the Options window.

To go back to the Maintenance menu, press ESC.

EXPIRATION AND WARNING

When a temporary license key is about to expire, the system will warn the operator. The warning is displayed every time the EVS software starts, from 2 weeks before the expiration date. The following message appears:

HOW TO ENTER NEW LICENSE CODES

To enter new license codes, proceed in one of the following ways:

- If you have received a xxxxx.COD file (xxxxx = serial number of the server for which this file has been calculated) from EVS, copy this COD file on a USB key and press simultaneously ALT+U keys. The licence codes will be automatically read from the USB key and updated into the system.

or

- You can also copy manually the xxxxx.COD file to the C:\ drive, then restart the EVS menu, enter the Options windows and press simultaneously ALT+F keys. The codes will be read from the local file on the C:\ drive and updated into the system.

or

1. Make sure the cursor blinks in the 'Option' box in the lower part of the Options windows.
2. In the Validation Code field, type the code corresponding to the selected option (license codes are sent by EVS Technical Support Dpt) and press ENTER.
3. Repeat this operation for the next license code.
4. You can check that the corresponding options are enabled by scrolling into the options list.

HOW TO REMOVE A LICENSE CODE

To remove a license code, proceed as follows:

1. Press the UP ARROW and DOWN ARROW keys to move inside the options list and select the option that must be removed.

2. When the option is selected (white characters), press simultaneously CTRL+DEL on the keyboard.
3. Confirm the deletion of the option with ENTER or cancel with ESC.

HOW TO CHECK HARDWARE KEY (DONGLE) INFORMATION

When the Options window is open, press simultaneously ALT + I. A new window 'Option Info' appears. The following information is available:

System ID:	ID code of the hardware key. This information is necessary for license code calculation. Factory setting only.
User:	User's name. This information is a label and is for information only. Factory setting only.
Serial #:	Serial number of the mainframe. The S/N is also written on the back plate of the mainframe. Factory setting only.
Chassis:	Defines the type of mainframe (6U). If this value is wrong, audio and video routing inside the system will not work properly. Factory setting only.
PSU Type:	Defines the type of CPU installed on the chassis: standard or redundant (hswap).
Limit time:	Expiry date & time for temporary licence codes. This line does not appear when the permanent codes are installed.
Key time:	Current date & time of the hardware key displayed in a GMT+1 Timezone (Belgium Time). This is the date used to determine whether limit time for temporary license codes has been reached or not. Factory setting only.

Press ENTER to go back to the Options window.

1.4.5 CLEAR VIDEO DISKS

This function is used to erase all media from the RAID disk array.

Important:

Caution: This will definitely delete all video and audio data, including protected clip and record trains.

To clear video disks, proceed as follows:

1. Press F9 to open the Maintenance menu.
2. Press the UP ARROW and DOWN ARROW keys to select the Clear Video Disks option line and press ENTER.
3. Confirm the deletion with ENTER or cancel with ESC.

1.4.6 FORCE LOAD CLIPS

This function is used when swapping disks arrays between XT2+ servers. If clips are saved to disks, this command forces the system to re-load the clips.

To force loading of clips, proceed as follows:

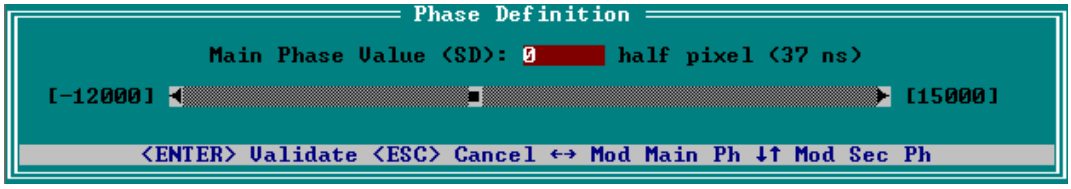
1. Press F9 to open the Maintenance menu.
2. Press the UP ARROW and DOWN ARROW keys to select the **Force Load Clips** option line and press ENTER.
3. Confirm the reloading with ENTER or cancel with ESC.

1.4.7 PHASE DEFINITION

This option is used to adjust the digital phase of the mainframe.

STANDARD DEFINITION

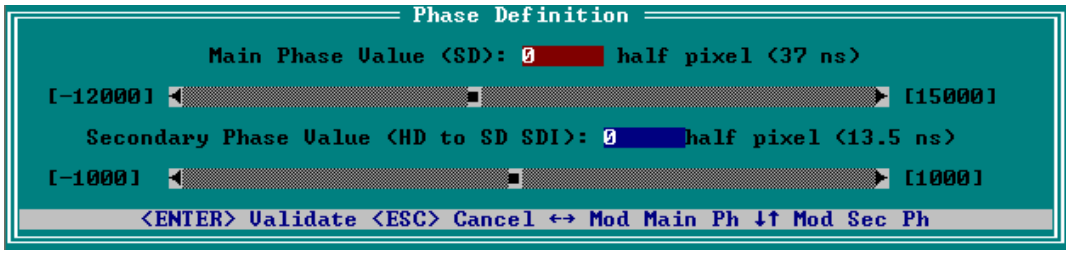
If the REF TYPE (see Configuration windows) is set to 'SD BlackBurst', the phase definition window is as follows:



The phase value for SD can be adjusted between - 12000 ns and +15000 ns by 37 ns steps.

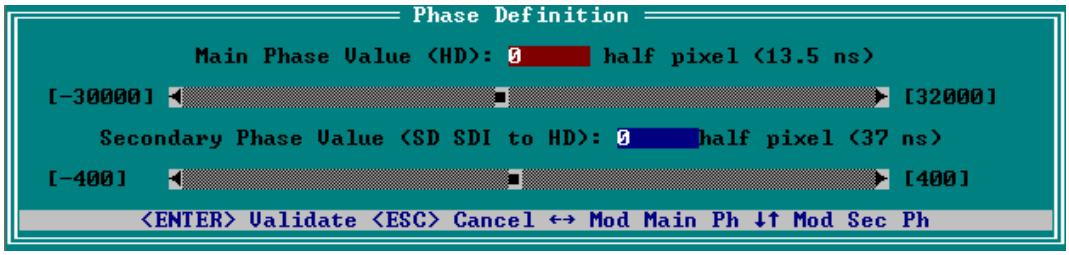
HIGH DEFINITION

If the REF TYPE is set to 'SD BlackBurst' and if the system is configured for HD, the phase definition window appears as follows:


Phase Definition
Main Phase Value (SD): 0 half pixel (37 ns)
[-12000]
[15000]
Secondary Phase Value (HD to SD SDI): 0 half pixel (13.5 ns)
[-1000]
[1000]
<ENTER> Validate <ESC> Cancel ↔ Mod Main Ph ↓↑ Mod Sec Ph

The main phase value for SD can be adjusted between - 12000 ns and +15000 ns by 37 ns steps and the secondary phase value (relative phase of the HD SDI outputs compared to the phase of the SD SDI outputs) can be adjusted between -1000 ns and +1000 ns by 13.5 ns steps

If the REF TYPE is set to 'HD Tri-Level Sync', the phase definition window is as follows:


Phase Definition
Main Phase Value (HD): 0 half pixel (13.5 ns)
[-30000]
[32000]
Secondary Phase Value (SD SDI to HD): 0 half pixel (37 ns)
[-400]
[400]
<ENTER> Validate <ESC> Cancel ↔ Mod Main Ph ↓↑ Mod Sec Ph

The main phase value for HD can be adjusted between - 30000 ns and +32000 ns by 13.5 ns steps and the secondary phase value (relative phase of the SD SDI outputs compared to the phase of the HD SDI outputs) can be adjusted between -400 ns and +400 ns by 37ns steps

COMMANDS

- Press the LEFT ARROW and RIGHT ARROW keys to adjust the main phase value by half pixel (i.e. SD: 37 ns or HD:13.5 ns) steps or type in the value in the Phase Value field.
- Press the CTRL+LEFT ARROW and CTRL+RIGHT ARROW keys to adjust the phase value by 1-line (i.e. 1440 in SD; 2880 half pixel in HD 720p; and 3840 half pixel in HD 1080i) steps.
- Pres the <TAB> key to toggle between Main Phase and Secondary Phase fields.
- Press the UP ARROW and DOWN ARROW keys to adjust the secondary phase value by half pixel (i.e. SD: 37 ns or HD:13.5 ns) steps or type in the value in the Phase Value field.
- Press ENTER to save the new values and return to the Maintenance menu or press ESC to go back to the Maintenance menu without saving the changes.

Important note 1:

The SD phase is always adjusted according to the SDI outputs. Internal CVBS outputs have a delay of 48 x 37 nsec compared to the corresponding SDI outputs.

Important note 2:

The internal CVBS outputs can not be used to feed directly a vision mixer or any equipment performing video effects, since the phase of the chroma subcarrier is not adjustable internally.

1.4.8 DEFAULT APPLICATION

This option is used to define the default application that is automatically started by the system. Every time the EVS software is entered, the default application is started a few seconds later. You can avoid the automatic start by pressing the <SPACE BAR> or the UP ARROW and DOWN ARROW keys immediately when entering the EVS software. If no default application has been defined, the system will remain in the EVS software.

The default application is shown against a black background in the Application window.

HOW TO DEFINE A DEFAULT APPLICATION

- In the Application window, select the new default application using the UP ARROW and DOWN ARROW keys and press F7

OR:

- Call the Maintenance menu with F9 and select 'Default Application', select the defined application from the list, and press ENTER
  - If a default application was already defined, a message warns the operator that it will be disabled. The command can be confirmed with ENTER or cancelled with ESC.
  - If the command is confirmed, another message warns the operator that a new default application has just been defined.

HOW TO REMOVE THE DEFAULT APPLICATION

- In the Application window, select the application that is the current default application (blue characters with black background) using the UP ARROW and DOWN ARROW keys, and press F7.

OR:

- Call the Maintenance menu with F9 and select 'Default Application'. Then select the current default application from the list and press ENTER.

  A message warns the operator that the current default application will be disabled. The command can be confirmed with ENTER or cancelled with ESC.

1.4.9 DEFAULT PARAMETERS

This command erases all current parameter settings and restores the default factory settings for all applications. When selecting this option, you are asked to confirm the command or cancel it.

DEFAULT PARAMETERS FOR ALL APPLICATIONS

Multicam LSM	Replay Only LSM	HD XT2+
00 LSM Custom	00 LSM Custom	Y
01 LSM 1REC 1PLAY	01 R.O. LSM 1REC 1PLAY	Y
02 LSM 1REC 2PLAY	02 R.O. LSM 1REC 2PLAY	Y
03 LSM 2REC 1PLAY	03 R.O. LSM 2REC 1PLAY	Y
04 LSM 2REC 2PLAY	04 R.O. LSM 2REC 2PLAY	Y
05 LSM 2REC 4PLAY	05 R.O. LSM 2REC 4PLAY	Y

06 LSM 3REC 1PLAY	06 R.O. LSM 3REC 1PLAY	Y
07 LSM 3REC 2PLAY	07 R.O. LSM 3REC 2PLAY	Y
08 Triple LSM	08 R.O. Triple LSM	Y
09 LSM 4REC 1PLAY	09 R.O. LSM 4REC 1PLAY	Y
10 LSM 4REC 2PLAY	10 R.O. LSM 4REC 2PLAY	Y
11 SLSM 1PLAY	11 R.O. SLSM 1PLAY	Y
12 SLSM 2PLAY	12 R.O. SLSM 2PLAY	Y
13 SLSM + 1REC 1PLAY	13 R.O. SLSM + 1REC 1PLAY	Y
14 SLSM + 1REC 2PLAY	14 R.O. SLSM + 1REC 2PLAY	Y
15 SLSM + 2REC 1PLAY	15 R.O. SLSM + 2REC 1PLAY	Y
16 SLSM + 2REC 2PLAY	16 R.O. SLSM + 2REC 2PLAY	Y

Line	0	1	2	3	4	5	6	7	8
Application	LSM Custom	LSM 1REC 1PLAY	LSM 1REC 2PLAY	LSM 2REC 1PLAY	LSM 2REC 2PLAY	LSM 2REC 4PLAY	LSM 3REC 1PLAY	LSM 3REC 2PLAY	Triple LSM
Video Players	1	1	2	1	2	2	1	2	3
Video Recorders	1	1	1	2	2	4	3	3	3
Type of REC 1	1	1	1	1	1	2	1	1	1
Audio Format	Analogue	Analogue	Analogue	Analogue	Analogue	Analogue	Analogue	Analogue	Analogue
Audio Type	Stereo	Stereo	Stereo	Stereo	Stereo	Stereo	Stereo	Stereo	Stereo
Recorders Configuration (% Disk) *	100	100	100	50/50	50/50	50/50	33/33/33	33/33/33	33/33/33
Operational Disk Size	90	90	90	90	90	90	90	90	90
Video Bitrate (SD)	30	30	30	30	30	30	30	30	30
Video Bitrate (HD)	100	100	100	100	100	100	100	n/a	n/a
4-line interpolation	1	1	1	1	1	1	1	1	1
Interpolation Validation	0	0	0	0	0	0	0	0	0

Line	9	10	11	12	13	14	15	16
Application	LSM 4REC 1PLAY	LSM 4REC 2PLAY	SLSM 1PLAY	SLSM 2PLAY	SLSM+1REC 1PLAY	SLSM+1REC 2PLAY	SLSM+2REC 1PLAY	SLSM+2REC 2PLAY
Video Players	1	2	1	2	2	1	1	1
Video Recorders	4	4	1	1	2	3	3	3
Type of REC 1	1	1	2	2	2	2	2	2
Audio Format	Analogue	Analogue	Analogue	Analogue	Analogue	Analogue	Analogue	Analogue
Audio Type	Stereo	Stereo	Stereo	Stereo	Stereo	Stereo	Stereo	Stereo
Recorders Configuration (% Disk) *	25/25/25/25	25/25/25/25	100	100	75/25	75/25	60/20/20	60/20/20
Operational Disk Size	90	90	90	90	90	90	90	90
Video Bitrate (SD)	30	30	30	30	30	30	30	30
Video Bitrate (HD)	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
4-line interpolation	1	1	1	1	1	1	1	1
Interpolation Validation	0	0	1	1	1	1	1	1

XT Spotbox**	XT server**	HD XT2+
00 Custom	00 Custom	Y
01 XT SpotBox BVW75	01 XT Server BVW75	Y
02 XT SpotBox DD35	02 XT Server DD35	Y
03 XT SpotBox Odetics	03 XT Server Odetics	Y
04 XT SpotBox VDCP	04 XT Server VDCP	Y
05 XT SpotBox AVSP	05 XT Server AVSP	Y

* (% per channel). Ex: 50/50 means 2 record channels, 50% of available storage for each channel.

** All Spotbox/Server lines are similar to the LSM Custom line

1.4.10 DEFAULT TO VGA

Between the PC boot and the I/O boot, the video driver is loaded and the display is switched to one of the following mode:

- VGA mode
- B&W video mode, allowing the VGA screen to be displayed on a standard composite video monitor using the VGA↔BNC adapter provided with the unit.

Note:

At start-up, the keys' combination ALT + <Backspace> on the keyboard is still available for switching from one mode to the other.

1.4.11 TS CALIBRATION

When the Touch Screen option is installed, it can be calibrated using this command. If the Touch Screen is not installed, a warning message is displayed.

1.4.12 SET TIME

The Set Time command allows adjusting the system time & date.

Example of time format:

22:58:00 for 22 h 58 min 00 sec (24 hour display)

Example of date format (dd-mm-yyyy):

24-10-2007 for October 24, 2007

15-03-2008 for March 15, 2008

1.4.13 HARDWARE CHECK / RAID REBUILD

The purpose of this tool is to check the hardware and to verify the validity of the data recorded on the video disk array. After the selection of this command from the Maintenance menu, the system automatically starts the test process.

One after the other, the different stages are displayed in the BOOT.HCTX window. The test process is complete when the HCTX board is initialized.

Important:

Hardware check is also used to rebuild the video and audio information after replacing a faulty disk.

DISK ERRORS AND DISCONNECTION

Disconnection

When one disk of the video raid array has sustained errors, the Multicam automatically disconnects that disk and uses the parity disk to rebuild the missing data and provide the video and audio data blocks to the application. The operator can thus continue working normally and the message “!Raid” appears on all monitoring outputs.

A message is displayed each time a disk is disconnected:

- if the faulty disk is a spare disk:

```
"Warning: a spare disk has been disconnected. The
system will operate normally on the remaining disks.
                At the next opportunity
please consider replacing the faulty disk. It can be
  identified in the Shift-F5 screen or in the EVS -
      RAID configuration menu. [Enter]=Continue"
```

- if the faulty disk is contained in a RAID:

```
"Warning: a disk has been disconnected. The system
will operate normally on the remaining disks. At the
                  next opportunity
please consider replacing the faulty disk. It can be
  identified in the Shift-F5 screen or in the EVS -
      RAID configuration menu. [Enter]=Continue"
```

Exit

When exiting the Multicam application, a warning will appear to remind the operator that one disk was disconnected, and invite him to perform a hardware check to repair the video raid. This is displayed even if a spare disk is available:

- if the faulty disk is a spare disk:

```
"Warning: a spare disk has been disconnected. At the next
opportunity please consider replacing the faulty disk. It can
be identified in the Shift-F5 screen or in the EVS - RAID
configuration menu. [Enter]=Continue"
```

- if the faulty disk is contained in a RAID:

```
"Warning: a disk has been disconnected. At the next
opportunity please consider replacing the faulty disk. It can
be identified in the Shift-F5 screen or in the EVS - RAID
configuration menu. [Enter]=Continue"
```

Restarting

If the Multicam is restarted without the RAID being rebuilt, the following message is displayed during the Bootwins:

- if a spare disk is OK:

  [Bad] SEAGATE ST9300603SS 3SE10H1J 0006 279GB 02 07

- if no spare disk is OK and the RAID is no more complete:

  [Bad] SEAGATE ST9300603SS 3SE10H1J 0006 279GB 02 07

  WARNING !!! Tray XX is missing 1 disk(s) to be complete

Then when entering the Multicam, another message appears, even if a spare disk is available:

- if the faulty disk is a spare disk:

```
"Warning: a spare disk has been disconnected. The
system will operate normally on the remaining disks.
At the next opportunity please consider replacing
the faulty disk. It can be identified in the Shift-
F5 screen or in the EVS - RAID configuration menu.
[Enter]=Continue"
```

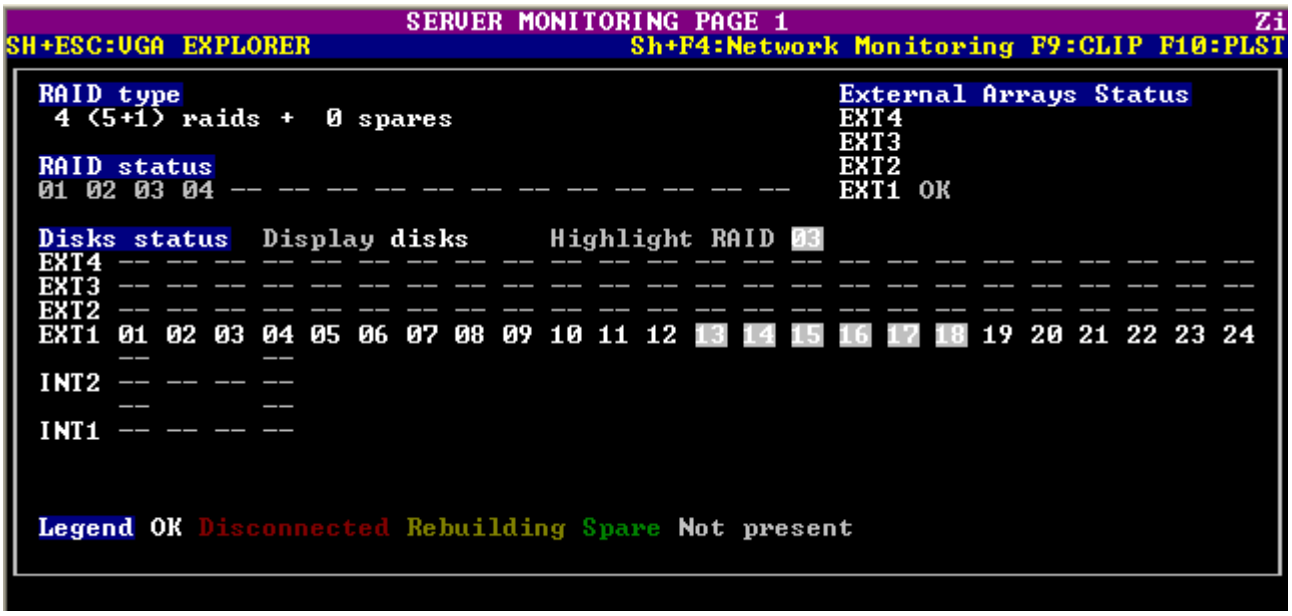
- if the faulty disk is contained in a RAID:

```
"Warning: a disk has been disconnected. The system
will operate normally on the remaining disks. At the
next opportunity please consider replacing the
faulty disk. It can be identified in the Shift-F5
screen or in the EVS - RAID configuration menu.
[Enter]=Continue"
```

The operator can press ENTER and operate normally on 4 disks (configuration "4+1") or on 5 disks (configuration "5+1") or exit the software and return to EVS menu to run a Hardware Check.

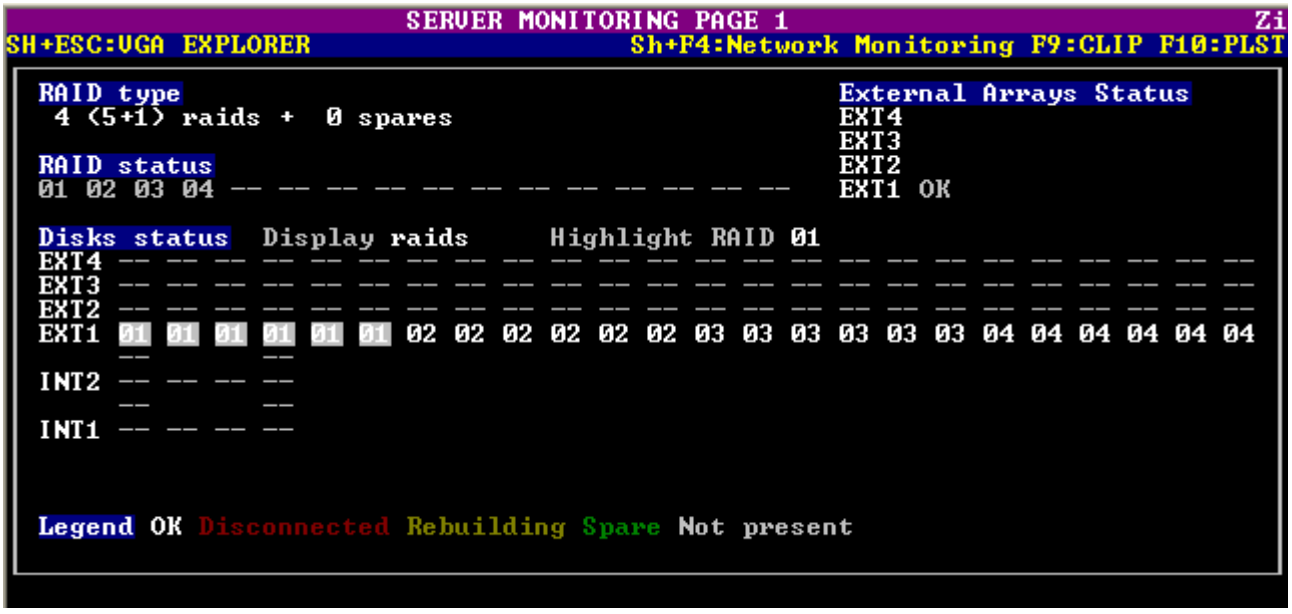
DISKS MONITORING

The 1st page of Server Monitoring screen allows disk monitoring. Press Shift-F5 to access this screen:


SERVER MONITORING PAGE 1
Zi
SH+ESC:VGA EXPLORER
Sh+F4:Network Monitoring F9:CLIP F10:PLST
RAID type
4 (5+1) raids + 0 spares
RAID status
01 02 03 04 -- -- -- -- -- -- -- -- -- -- -- --
External Arrays Status
EXT4
EXT3
EXT2
EXT1 OK
Disks status
Display disks
Highlight RAID 03
EXT4 --
EXT3 --
EXT2 --
EXT1 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24
INT2 -- -- -- --
INT1 -- -- -- --
Legend OK Disconnected Rebuilding Spare Not present

Refer to section 3.2 'Server Monitoring' on page 60 for a comprehensive description of this screen.

In the Disk Status section, when 'disks' is selected, the screen indicates the position of the disks on the disk array and the status of each disk. When 'raids' is selected, the screen indicates the raid number each disk belongs to.


SERVER MONITORING PAGE 1
Zi
SH+ESC:VGA EXPLORER
Sh+F4:Network Monitoring F9:CLIP F10:PLST
RAID type
4 (5+1) raids + 0 spares
RAID status
01 02 03 04 -- -- -- -- -- -- -- -- -- -- -- --
External Arrays Status
EXT4
EXT3
EXT2
EXT1 OK
Disks status
Display raids
Highlight RAID 01
EXT4 --
EXT3 --
EXT2 --
EXT1 01 01 01 01 01 01 02 02 02 02 02 02 03 03 03 03 03 03 04 04 04 04 04 04
INT2 -- -- -- --
INT1 -- -- -- --
Legend OK Disconnected Rebuilding Spare Not present

When a disk is disconnected, it is orange and the RAID status section displays the percentage rebuilt at the position of the RAID number. When a disk is disconnected but new media is still being recorded on the disk array, this number will decrease until the disk is replaced and the rebuild process starts. The rebuild is complete when this number reaches 100%.

REBUILD PROCESS

The XT2+ server is capable of performing a rebuild process of the RAID. This process can happen either while the Multicam application is not running (offline process – rebuild is faster) or while the Multicam application is running (online process – rebuild is slower).

Disconnection process

As explained in the previous section, the software will disconnect a disk that does not behave as expected.

Two options are available for the operator:

- Replace the disconnected disk and restart the server
  - Start the Multicam application. The rebuild process will start automatically.
  - Start a hardware check from the EVS menu and launch the rebuild. The process starts offline. The operator can wait for the rebuild to be completed or cancel it (that is to say postpone it) and start the Multicam application, in which case the rebuild carries on in online mode.
- The operator can also force the disk to be reconnected by starting the rebuild process in the hardware check. The process starts offline. The operator can wait for the rebuild to be completed or cancel it and start the Multicam application, in which case the rebuild carries on in online mode.

Note:

If errors are detected during the rebuild process, a message appears after the rebuild is complete to warn the operator, and the raid is not considered as properly rebuilt. In this state, the system will keep working on 4 disks (4+1 configuration) or on 5 disks (5+1 configuration). If you want to run on 5, or 6, disks again, you can try replacing the disk again and perform another rebuild, or clear all clips.

If you don't need to retrieve the clips or the record trains, you don't need to rebuild the RAID. In this case, select the "Clear All Clips" answer when the message with this option appears in the Hardware Check.

If you don't rebuild the RAID array or if you don't clear clips, the XT2+ will keep running on 4, or 5, disks only, and you will see a warning message appearing every time you start or close the Multicam application. Normal operation can be achieved on 4, or 5, disks, but then, if another disk fails, the system will hang and all video and audio data will be definitely lost.

Important:

By default, the online rebuild process takes up 10% of the disk bandwidth. If you want to change this, contact EVS support.

RETRIEVING LOGS

If you suspect that the drive disconnection in operation was not due to a severe disk failure, but perhaps to the server being too prompt to disconnect a drive, you must run a hardware check immediately after ending the session during which the disk was disconnected.

Don't rebuild the RAID, but press simultaneously the ALT+L keys to generate the log file C:\LSMCE\DATA\LOG\SCSI.LOG, and send this file to EVS for detailed analysis. Note that this procedure is only valid if the drive is disconnected during operation, not for a drive being disconnected when booting the system.

2. Bootwins & Error Messages

2.1 INTRODUCTION

This section of the manual describes:

- the sequences of the system initialization and the errors that might occur during this process.

  These different error messages will allow the EVS engineers to identify quickly the reason of a hardware problem and to provide the operator with a relevant solution.

- the tool, called EVS Disk Doctor, which makes it possible to recover the disk data in case Multicam would not succeed in reading it when the application is started.

2.2 INITIALIZING THE DISKS

The system initializes the disks one by one and the following messages are displayed as the process is going on:

Tray	Vendor	Model	Serial	Rev.Cap.Enc.At.
[Bad]	SEAGATE	ST9300603SS	3SE10H1J	0006 279GB 02 07
<05-02>	SEAGATE	ST9300603SS	3SE10HCH	0006 279GB 02 08
<05-03>	SEAGATE	ST9300603SS	3SE10GWL	0006 279GB 02 09
<05-04>	SEAGATE	ST9300603SS	3SE10J2X	0006 279GB 02 10
<05-05>	SEAGATE	ST9300603SS	3SE10FQ1	0006 279GB 02 11
<05-01>	SEAGATE	ST9300603SS	3SE10HPD	0006 279GB 02 12

here:

[Bad] represents a disconnected disk

<05-01> is used for disk 1 of RAID 5.

Possible Error Messages

If a major error has been detected on a disk, it has been disconnected. In this case, the system displays one of the following messages:

- if a spare disk is OK:

  [Bad] SEAGATE ST9300603SS 3SE10H1J 0006 279GB 02 07

- if no spare disk is OK and the RAID is no more complete:

  [Bad] SEAGATE ST9300603SS 3SE10H1J 0006 279GB 02 07

  WARNING !!! Tray XX is missing 1 disk(s) to be complete

2.3 READING THE CONFIGURATION FILE

After the disk initialization sequence, the system reads the configuration file stored on the disk. This file contains the parameters which guarantee the coherence of main parameters of the system from session to session. Those parameters are: diskBlockSize and operationalDiskSize.

The message "Reading configuration file ... please wait" is displayed during process.

If the Configuration File is Found on Disks

The parameters are displayed:

Configuration	of user	on disks
block size	xxx kBytes	yyy kBytes
nbr of blocks	aaa	bbb

This table shows the parameters stored on the system ('on disks' column) and the ones from the EVS advanced parameters ('of user' column).

The values from both columns must be identical to use properly the system. If not, the system displays a warning message:

"A parameter incoherence has been detected" "Would you like to format the system".

Answer ‘Yes' to format the A/V data saved on disks.

Answer 'No' to go back to EVS main menu.

Important:

If you answer ‘Yes’ and decide to format the system, all clips will be cleared. This operation is instantaneous.

If the Configuration File is not Found

A warning message appears:

"Your system is not formatted" "Would you like to format the system ?".

Answer 'Yes' to format the A/V data saved on disks.

Answer 'No' to go back to EVS main menu.

If Errors Occur While Reading the Configuration File

The following message appears:

"Error reading configuration file – status = [Err]".

The type of error [Err] can be:

1.	Block error	A disk error occurred while loading the configuration file to disks. In this case, the disks have to be replaced by new ones.
2.	Cache overflow error	No more memory blocks are available from the memory cache.
3.	Checksum error	This error might occur when a disk has been replaced but the data of this disk is not restored. For solving the problem, start the Rebuild data process.
4.	Signature error	The signature of the configuration file is modified or the file format is modified and then the file is not compatible with the microcode. In this case, select the Format command to correct the error.

If the loading duration of the configuration file is too long, a time-out error message appears:

"READ CONFIGURATION ERROR: TIMED OUT – state = [ST]".

In this case, reset the system and start again the application.

2.4 INITIALIZING THE MICROCODE

The final step is the initialization of the microcode.

If the first line of the application is flashing with the message "Disk #x has been disconnected in operation", the system will display the message: "Disk to be disconnected: x". The system will work on 4 disks. Raid function is turned off.

The message "Init board: nb blocks of size kBytes. Audio:aud DiskUse:use%" is displayed.

where

nb	is the number of blocks used on the system
size	is the size in kBytes of a block on a disk
aud	is ON/OFF
use	is the operationalDiskSize in %

If the system must load tables (no clear clips done in EVS main menu), the message "Loading tables ..." will appear.

When the initialization is complete, the system displays the message "HCTX board initialized" and the system is ready. If an error occurs, the message "ERROR (0xErr): HCTX board not correctly initialized" is displayed. The error (Err) are detailed in the following section.

Possible Errors

If an error is detected while loading tables, the following message is displayed: " LOAD <TAB>LE ERROR – state = [St]" where 'St' can be:

1.	Block error	A disk error occurred while loading the table on hard disks. Maybe a disk failure. Replace disks.
2.	Cache overflow error	No more blocks available in cache. Algorithm problem. Contact EVS.
3.	Checksum error	This can occur if a disk has been replaced and data not rebuilt on it. Rebuild data on the disk to clear the message. If no disk has been replaced, try to re-start the server to clear the error message. If it does not resolve it after a few re-start, a clear clip will be necessary.
4.	Signature error	The signature on the table file is not found in the header file. Try to re-start the server to clear the error message. If it does not resolve it after a few re-start, a clear clip will be necessary.

If the message "INIT ERROR: TIMED OUT – state = [St]" is displayed, it means the initialization is not complete. 'St' refers to a position in the code.

Note:

Never forget that to start Multicam, the bootwins must successfully initialize the microcode. In that case, the message "HCTX board initialized" is displayed. In all other error case, the boot sequence or initialization phase is cancelled and multicam cannot be started.

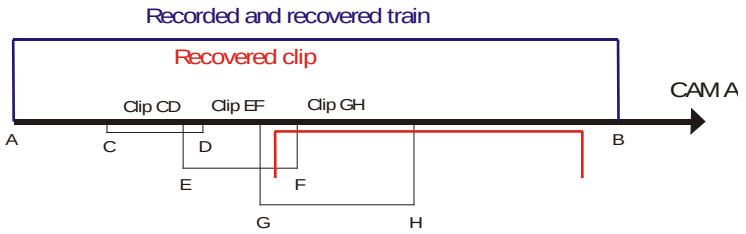
2.5 DISK DATA RECOVERY

When Multicam is started, it sometimes happens that the application does not succeed in reading the data stored on the disks. However, the data is still available on the disks.

The EVS Disk Doctor has been developed to address this issue. This tool allows reconstructing the data (trains and clips) stored on the disks.

The tool scans each data block, identifies the recorder on which the data has been created and reconstructs the whole audio and video material.

The clips will also be recovered. However several overlapping clips will be recovered as one single long clip. This means that, in the schema below, the clips CD, EF and GH will be recovered as one single long clip for which the IN point will be C and the OUT point will be H.

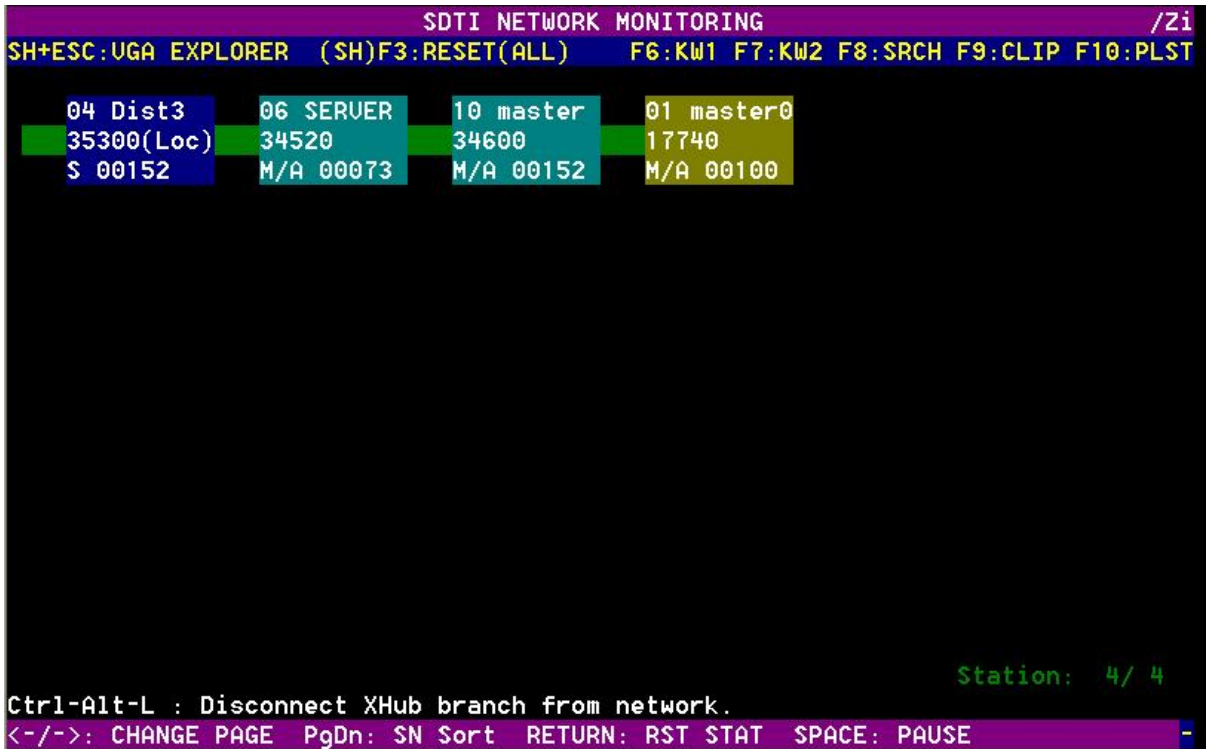


If you want to use this tool, please contact the EVS support.

3. Monitoring

3.1 SDTI NETWORK MONITORING

The SDTI Network Monitoring screen, available via SHIFT-F4, enables more accurate monitoring of the SDTI network status (the screen background is black).



3.1.1 INFORMATION AVAILABLE ON THE SCREEN

DATA DISPLAYED

All the machines are displayed in the logical connection order, i.e. the way they are effectively connected on the network.

For each machine, the following information is displayed:

- net number + name
- serial number
- main network configuration setting (server, master or client) as defined in the EVS application.

BACKGROUND COLOUR

The background colour of the data related to a given machine means:

- blue: effective server
- grey: not currently server

TEXT COLOUR

The colour of the text indicates the video network overload, based on how many SDTI network mailboxes are used:

- White: ok, less than 90% capacity
- Red (over 90%): risk of network overload.

LINK COLOUR

The colour of the link indicates the physical link status between two machines:

- green: OK
- red: errors

POSSIBLE ACTIONS

- Pressing the Space bar pauses or restarts the monitoring.
- Pressing Enter resets the counters.
- Pressing PgDn displays a new screen with the information of the list of machines sorted by serial number with error counters information.

SH+ESC:VGA EXPLORER (SH)F3:RESET(ALL) F6:KW1 F7:KW2 F8:SRCH F9:CLIP F10:PLST
SDTI Sn PrvSn Name CpLk Frm Mb
S11L 29010 23650 mdu xt2 0000 0000 11
M01 23650 51980 MDU 1 0000 0000 11
M28 51980 29010 XFile 0000 0000 11
Refresh time: 023/030 s [+/-] Change time [F5] Refresh Station: 3/ 3
Database check: Ok [Size 00005320 Nb 000015]
<-/->: CHANGE PAGE PgDn: SN Sort RETURN: RST STAT SPACE: PAUSE

In operating conditions, when all machines are connected, the CpLk (electrical quality of the network) and Frm (checksum on the packets) counters should not increase at all.

At the contrary, the counters will increase during disconnection/connection of/to the network.

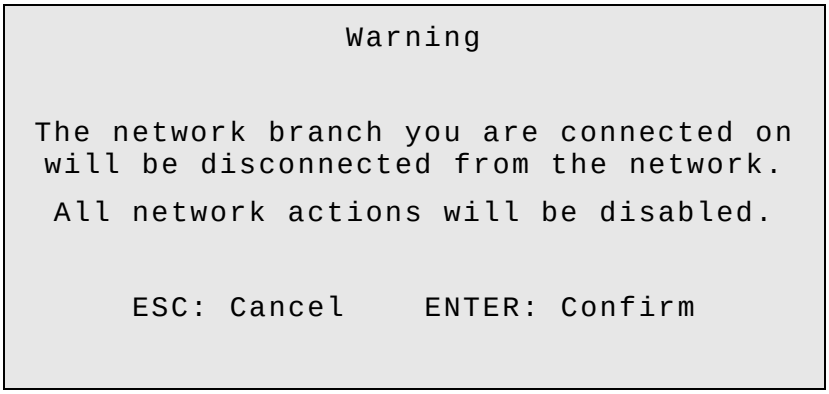
3.1.2 How to Disconnect a Machine from the Server

The operator has the possibility to disconnect a machine from the XNet network. This can be useful when setting up an SDTI network or troubleshooting an SDTI network issue. This is only possible when using a XHub from version 3.03.

To disconnect a machine from the server, proceed as follows:

1. Press SHIFT-F4 to access the SDTI Network Monitoring screen.
2. Press CTRL-ALT-L to disconnect the XHub branch from the network.

   The following warning is displayed:


Warning
The network branch you are connected on will be disconnected from the network.
All network actions will be disabled.
ESC: Cancel
ENTER: Confirm

3. Press ENTER to confirm that you want to disconnect the XHub branch from the network.

On the SDTI Network Monitoring screen, the following message in red font informs that the machine is disconnected and how it can be connected again:

“XHub branch disconnected from the network. Press CTRL-ALT-L to reconnect.”

3.2 SERVER MONITORING

3.2.1 INTRODUCTION

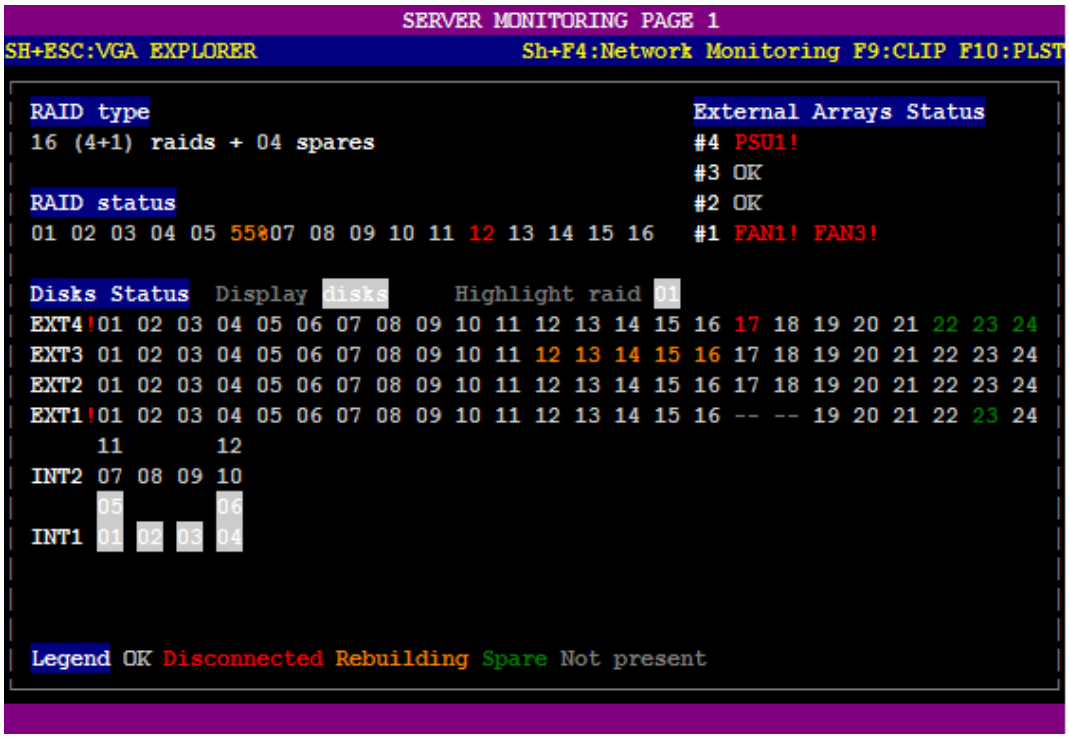
The Server Monitoring section is available by selecting SHIFT-F5 in Multicam.

It contains the pages shortly presented in the following table. The page name in this table allows you to directly jump to the corresponding page:

Page Nr	Page Name	Description
#1	SAS Raids and Disks Status	Gives information on the disks or raids from internal and/or external storage.
#2	Genlock And Timecode Status	Gives information on the genlock, analog LTC and timecode statuses from the EVS server. This page is also used to set up how the timecodes are managed in the timecode jump tables.
#3	Timecode Monitoring on SD Recorders	Displays timecode information from SD recorders.
#4	Timecode Monitoring on HD Recorders	Displays timecode information from HD recorders.
#5	Log Management	Allows a user-friendly and easy management of the logs.

3.2.2 SAS RAIDS AND DISKS STATUS

The first page gives information on the disks or raids from internal and/or external storage.



RAID TYPE

This field displays the number of raids, the type of raid (“4+1” or “5+1”) and the number of spare disks. This information cannot be modified.

RAID STATUS

This represents each raid by its number and uses a colour code to display its status.

Refer to section 0 ‘Disk Status’ on page 62 for the status description.

When a raid is rebuilding, the percentage rebuild is displayed instead of the raid number. This value shows the progress of the rebuild process. For more information on the rebuild, please go to section ‘Disks Monitoring’, on page 49.

EXTERNAL ARRAY STATUS

This displays the status of each external array and potential alerts:

Status	Meaning
OK	No alert
PSU1!, PSU2!	Problem with a power supply unit
FAN1!, FAN2! or FAN3!	Problem with a fan.

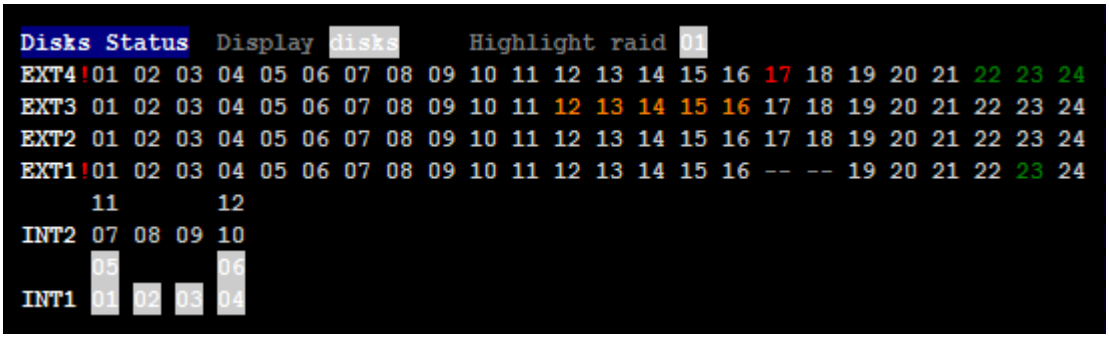
DISK STATUS

This area provides a representation of the disks contained in the external and/or internal arrays, as well as their status.

Colour Code	Raid Status
Light Grey	OK: the disk is connected in a raid.
Red	Disconnected: disk physically present but disconnected by the software.
Orange	Rebuilding: the disk is being rebuilt.
Green	Spare: the disk is connected but is not included in a raid.
Grey dashes	Not present: the disk is not physically connected to the hardware.

Based on the selection made in the **Display** field, two types of representation can be displayed: disks or raids. Users can change the option by using the Space bar, -/+ keys, ↑ / ↓ keys, → / ← keys.

Disk Display



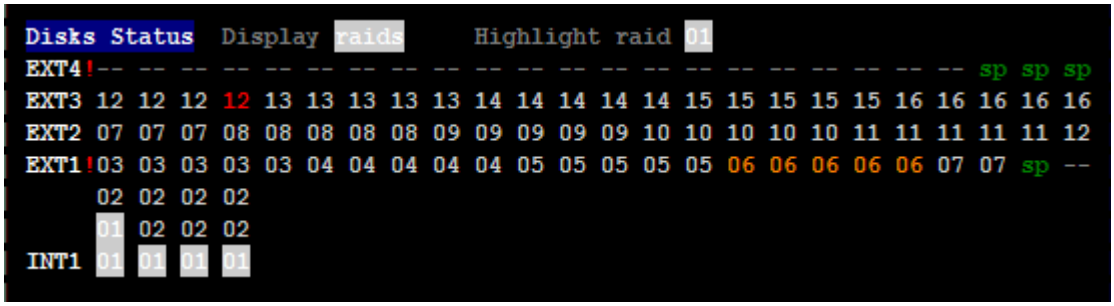
This represents each disk by its number in the array, or grey dashes if not present, and uses a colour code to display its status.

The external arrays can contain up to 24 disks, with a minimum of 5 disks. The

internal arrays organisation can be as follows: one array of 6 disks, on array of 12 disks, two arrays with 6 disks each.

Refer to section 0 ‘RAID Status’ on page 61 for the status description.

Raid Display



This represents each disk by the raid number it is included in, or grey dashes if not present, and uses a colour code to display the disk status. Spare disks are represented by the letters “sp”.

Highlight Raid

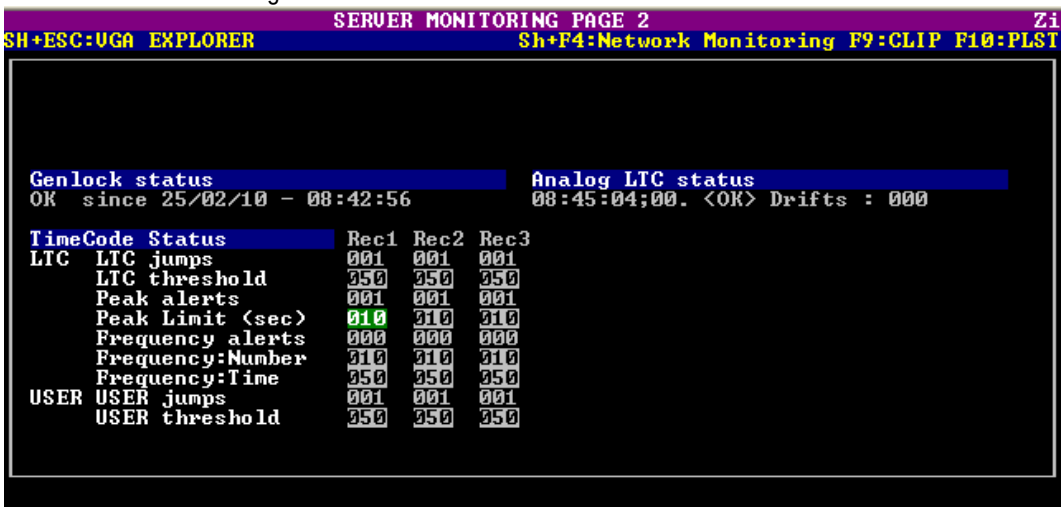
This field is used to select a raid number and highlight the disks belonging to that raid with a light grey background.

3.2.3 GENLOCK AND TIMECODE STATUS

The second page provides information on the genlock, analog LTC and timecode statuses from the EVS server. This page is also used to set up how the timecodes are managed in the timecode jump tables.

GENLOCK STATUS

This section, on the second page of the Server Monitoring screen, displays the current status of the genlock.


SERVER MONITORING PAGE 2
SH+ESC:VGA EXPLORER
Sh+F4:Network Monitoring F9:CLIP F10:PLST
Genlock status
OK since 25/02/10 - 08:42:56
Analog LTC status
08:45:04;00. <OK> Drifts : 000
TimeCode Status Rec1 Rec2 Rec3
LTC LTC jumps 001 001 001
LTC threshold 050 050 050
Peak alerts 001 001 001
Peak Limit (sec) 010 010 010
Frequency alerts 000 000 000
Frequency:Number 010 010 010
Frequency:Time 050 050 050
USER USER jumps 001 001 001
USER threshold 050 050 050

ANALOG LTC STATUS

This section, on the second page of the Server Monitoring screen, specifies the current status of the analogue LTC timecode and specifies the number of drifts detected compared to the genlock.

The possible status values are the following depending on the MTPC A2/A4 board used:

Status	Description
OK	The timecode is incremented in a normal way.
Drift	The timecode received and the genlock are not synchronous.
Bad	The timecode received is not correct. For example when an NTSC timecode is received instead of a PAL timecode (freq. error), when there are disturbances in the timecode reception (bad signal).
Lost	No timecode is available.

TIMECODE STATUSES

This section, on the second page of the Server Monitoring screen, displays the settings for managing and monitoring the timecode jump tables. Records are created in these tables when a break, or jump, in the timecodes occurs in the recorded material. The records in the timecode jump tables are then used to search for and manipulate the video material on the XT2+ server.

There are two timecode jump tables:

- Timecode jump table for the LTC timecodes
- Timecode jump table for the timecodes specified by the user in the VITC setting on the first page of the Setup screen.

LTC	Description	Default Values
LTC jumps	Number of timecode jumps calculated in the LTC timecode jump table for the given recorder since the last start of the server.	1
LTC threshold	Number of continuous timecodes to be received, after a break in LTC timecodes in the recorded material, in order to create a new record in the LTC timecode jump table.	50
Peak alerts	Number of peak alerts generated for the recorder since the last start of the server. A peak alert is generated each time the peak limit specified in the Peak Limit field is reached.	0

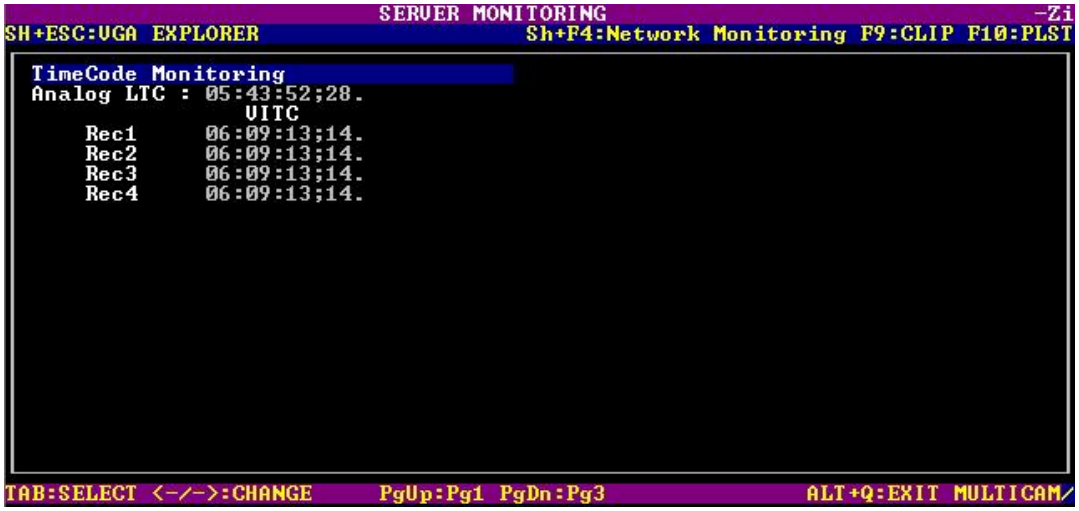
LTC	Description	Default Values
	In this case, this field is automatically incremented by one.	
Peak limits (sec)	Period of time (in seconds) of continuous timecodes after which a break in timecodes in the recorded material will generate a peak alert. When a peak alert is generated, the value in Peak Alerts field is incremented by one.	10
Frequency alert	Number of frequency alerts generated for the recorder since the last start of the server. A frequency alert is generated when X timecode jumps have been detected in Y seconds. The X value is defined in the Frequency Number field. The Y value is defined in the Frequency Time field. In this case, this field is automatically incremented by one.	0
Frequency: Number	Number of timecode jumps detected for the recorder after which a frequency alert can be generated.	10
Frequency: Time	Period of time (in seconds) after which a frequency alert can be generated.	50

VITC	Description	Default Values
VITC jumps	Number of timecode jumps calculated in the VITC timecode jump table for the given recorder since the last start of the server.	1
VITC threshold	Number of continuous timecodes to be received, after a break in VITC timecodes in the recorded material, in order to create a new record in the VITC timecode jump table.	50

3.2.4 TIMECODE MONITORING ON SD RECORDERS

The 3rd page of the Server Monitoring section displays the following information:

- LTC timecode on the XT2+ server
- VITC timecode on the various recorders



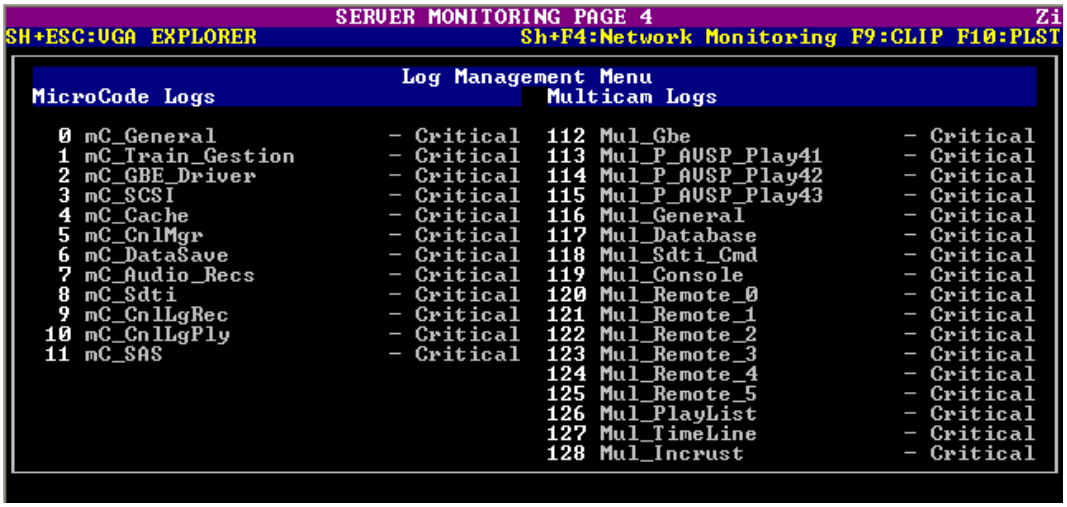
3.2.5 TIMECODE MONITORING ON HD RECORDERS

The 4th page of the Server Monitoring section displays the following information:

- LTC timecode on the XT2+ server
- VITC or HANC timecodes on the various recorders

3.2.6 LOG MANAGEMENT

The 5th page of the Server Monitoring section displays a menu dedicated to log management. This new page allows a user-friendly and easy management of the logs where log files can be accessed from a remote computer while the Multicam is still in use.



Log File Types

The left column displays items related to microcode. The right column displays those of the Multicam.

Each item has two associated log files:

- a regular log file
- a log file logging only errors

Criticality Levels

Each item has a criticality level that can be modified:

- The lowest and default level of criticality is ‘Critical’, where the log is limited to recording critical and important commands.
- An intermediate level is ‘Normal’
- The highest level is ‘Debug’ which basically records every command.

  This highest level should never be chosen without advice of qualified EVS staff.

The default value for all items is “Critical”.

A help screen can be reached by pressing SHIFT+F1.

Extracting Log Files

This screen also offers the ability to extract log files when the Multicam is running. On this page of the Server Monitoring section, pressing E extracts the log files instantly so that a user can access them through a common FTP client application from a remote computer.

The extracted files are located in C:\LSMCE\DATA\LOG. Their name starts with an underscore: The regular log file “Multicam_Database.log” is renamed “_Multicam_Database.log” once extracted when the application is running.

Note:

From Multicam version 10.01, you will be able to extract the logs from the XNet Monitor for any server running on the XNet network. For more information, refer to the XNet Monitor manual.

4. AsRunLog

4.1 PURPOSE

An As Run Log is a file which logs what has been effectively played on a channel and when. The As Run Log will have a format such as an EDL.

The purposes of using As Run Log can be:

- to produce bills for advertising agency
- to monitor what has effectively been played out in case of errors during transmission
- to be used as a point of reference when subjects are placed on a website after they have been played on air.

The As Run Log is generally started before a production and stopped after the production. This allows you to have an As Run Log file with only the events of the current production.

4.2 AS RUN LOG MECHANISM

The As Run Log mechanism is not an automatic process. It must be triggered by a start command on the EVS video server and is handled through the PC LAN port of the MTPC board of the EVS server.

The As Run Log function can be activated or deactivated from the VGA screen of an EVS server or from the Playlist Panel of IPDirector. Refer to the Playlist Panel user manual of the IPDirector suite for more information on the IPDirector As Run Log function.

The As Run Log is a characteristic of a channel.

When it is activated from the EVS server, the server generates an event channel log file, the server As Run Log, and stores it on the server local storage (C:\multicam\asrunlog\playerX, where X is the number of the corresponding player from 1 to 6). This file will contain all the operations which have been done on the channel since the As Run Log mechanism has started.

When it is activated from IPDirector, the final As Run Log file is created in two different steps:

- First, the EVS video server generates the server As Run Log.
- Secondly, a configurable merger application can analyze the server As Run Log file and format it in the final As Run Log format. It can retrieve the As Run log files from each player and merge them to provide a single file per EVS server per day.

4.3 SERVER AS RUN LOG FILE

The As Run Log is a characteristic of a channel. One file is created per day per player, even if the process is started and stopped several times a day. Up to 10 As Run Log files are kept per player, which corresponds to 10 days.

The last clip which started the day before is included at the beginning of the event section of the current day if this clip is played out over midnight and no stop command is received during the current day.

The server As Run Log file is named as follows:

YYYYMMDD_XTNUM_XTNAME_XTSERIAL_PLAYER_X_PLAYERNAME where

- YYYYMMDD is the file creation date
- XTNUM is the user number of the EVS server on the XNET (as defined in evs.exe)
- XTNAME is the name of that EVS server (as defined in evs.exe)
- XTSERIAL is the serial number of the EVS server
- X is the number corresponding to the player (in case of a PGM/PRV the number of the PGM is considered)
- PLAYERNAME is the name of the player as defined in the SHIFT-F2 screen of the Multicam.

4.4 AS RUN LOG FILE CONTENT

The As Run Log file contains

- a header with all the information related to the channel: EVS server name and serial number, channel name and PGM number
- an event section with a line for each event played out. Events include playout of trains and playout of black clips.

  The following information will be recorded in the file for each element played out to air: on-air date, on-air time, on-air duration (total duration of the clip even if a transition effect is present), Name, VarID, UmID, LSM ID, TC IN, TC OUT, end date, end time.

5. Protocols

5.1 CONTROL PROTOCOLS

These protocols allow the EVS video server to be controlled by external devices.

Sony BVW75 Protocol

This protocol allows the server to be seen as a VTR by the controlling device. On a playback channel, all usual transport commands (play, PlayVar, pause, goto timecode, stop, etc…) are supported. On a record channel, only Rec and Stop commands are supported.

This protocol is the simplest one but does not support clip management. It should be used when the controlling device does not support the XtenDD35, Odetics or Louth VDCP protocols (ex: edit controllers, NLE applications, some video switchers, VTR controllers, etc.).

EVS has also adapted the behavior of specific commands:

- REC: when a REC command is sent to a player channel, this channel will return in E2E mode on its default record train. If the default recorder channel associated to that player is currently stopped, it will jump to the last recorded picture and pause.
- EJECT: if the player channel is not yet in E2E mode when the command is sent, it will return to E2E mode on its default record train (similar to receiving a REC command). If the player channel is already in E2E mode, it will switch to the next recorder channel available (A→B→C→…→A→…). This is for example useful with a BVE edit controller to allow the editors to select the record train they want to work with.

Refer to the EVS Sony Protocol documentation for more details.

EditRec Protocol

EditRec protocol allows the EVS server to be controlled by one editing console, like Sony BVE2000, BVE9100, Sony Plug In Editor switcher interface or Editware Fastrack. This protocol name has been used to differentiate it from the already existing “Sony BVW” protocol that is limited in EVS server to the “read-only” command subset. EditRec protocol implements all Sony BVW protocol commands required for linear editing.

Refer to EditRec documentation for more details.

XtenDD35 Protocol

This protocol is based on the Sony BVW75 protocol for all standard transport commands. It has extended commands so that it supports clip management: using this protocol, the controlling device can create, name, recall and delete clips.

This protocol can be used with Thomson/GVG XtenDD range of switchers, and with DNF ST300-EVS and 4040CL-EVS controllers.

EVS developed custom commands to propose all the features offered by the server.

EVS has also adapted the behavior of specific commands, such as for the Sony BVW75 protocol.

Refer to the EVS XtenDD35 Protocol documentation for more details.

Odetics Protocol

This protocol is based on the Sony BVW75 protocol for all standard transport commands. It has extended commands so that it supports clip and playlist management: using this protocol, the controlling device can create, name, recall and delete clips, but it can also manage playlists.

This protocol can be used with many different control devices and automation softwares, including DNF ST300 and 4040CL controllers.

EVS developed custom commands to propose all the features offered by the server.

EVS has also adapted the behavior of specific commands, such as for the Sony BVW75 protocol.

A specific Odetics Fill & Key mode is available. It allows the controller to control two channels (Fill&Key) instead of one with one serial. When the controller loads a “Fill” clip, the EVS server automatically loads the associated Key clip on the second channel and manages the perfect synchronization of both channels during the browsing and playout The F&K clip association can be done by IPDirector or VDCP Custom command. If no clip association is done, the server follows the camera mapping (ex: if the Fill clip 111A/02 is loaded on Channel 1, the server will load the clip 111B/02 as Key).

Refer to the EVS Odetics Protocol documentation for more details.

VDCP Protocol

This protocol is a more complex protocol mainly used by automation systems but also by video switchers. It is based on standard Louth VDCP protocol, and can handle clips as well as playlists.

A specific VDCP Fill & Key mode is available. It allows the controller to control two channels (Fill&Key) instead of one with one serial. When the controller loads a “Fill” clip, the EVS server automatically loads the associated Key clip on the second channel and manages the perfect synchronization of both channels during the browsing and playout The F&K clip association can be done by IPDirector or VDCP Custom command. If no clip association is done, the server follows the camera mapping (ex: if the Fill clip 111A/02 is loaded on Channel 1, the server will load the clip 111B/02 as Key).

Refer to the EVS VDCP Protocol documentation for more details.

AVSP Protocol

AVSP is a proprietary serial protocol giving quite full access to EVS video server resources:

- simultaneous multi-port control from one serial link @115kbps.
- dynamic channel configuration including mixed channel for effect (audio and/or video)
- playlist management including train (record in progress) with or without fixed delay
- timeline management including train (record in progress) with or without fixed delay
- start/stop mode and GPI conditional events
- slow-motion clips
- extended channel and clip status reporting
- ganged channels control
- duplication or move of clips among network EVS video servers
- auto-backup to XFile
- metadata management (1 name + 3 keywords of 12 bytes each)
- This protocol is used for other EVS products interfaced to the server, like AIRBOX, AIREDIT, EDIT2AIR and by third-party partners for specific applications.

IPDP Protocol

For more information on how the IP Director application controls the EVS video server, refer to the IP Director Technical Reference manual and User manual.

LinX API

The LinX Application Programming Interface is an integrated API used to control the EVS family video servers through IP connection. It is available since Multicam 10.02 version. It is proposed to EVS partners in order to develop applications interacting with EVS servers.

This API exposes a simplified view of the video server and its functionalities and hides future underlying changes in the server architecture.

To be as open as possible to potential users, the API implements multiple layers to isolate all OS dependent parts in lower layers and provide an interface to many programming language in the upper layers (C, C++, C#).

Refer to the EVS LinX documentation for more details.

5.2 MONITORING PROTOCOL

SNMP

Since Multicam 10.03, A SNMP agent is available in all the EVS products to monitor the status of the device/software. The Source MIB is proposed to EVS partners in order to develop monitoring applications interacting with EVS systems.

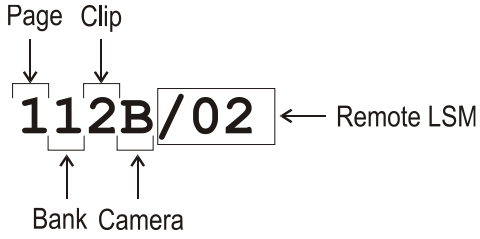
Refer to the EVS SNMP Documentation for more details.

6. Possible Clip Identifiers

6.1 LSM ID

The LSM ID is a clip identifier based on the EVS video server structure.

The LSM ID is made up of 3 digits and 1 letter, for example 112B, where the digits and letter represent the following elements in the server structure:



The digits after the LMS ID correspond to the Net Number of the server on which the clip is stored, i.e. the EVS video server ID on the XNet network. They are not part of the LSM ID.

6.2 UMID

The UmID is an 8-bytes ID with fixed length. It is used for the unique clip identification on the SDTI network.

By default, all the protocols access and identify the clips via the UmID.

6.3 VARID

The VarID is a 32-bytes ID with variable length and format.

It can only be used in the VDCP protocol. When this protocol uses the VarID, the following VarID parameters need to be set up:

- Length (8 bytes, 32 bytes)
- Format (ASCII, binary)
- Uniqueness level (local = server level, global = network level)
- Protocol visibility (list of Net Numbers of the servers)

For more information on the parameters, refer to the 'RS422 Protocol Settings' page in Multicam Configuration manual.

Note

From Multicam 9, the VarID has been introduced to allow a redundant architecture where the VarID can be identical on two different servers. All servers can stay on the same SDTI network. Consequently, this does not require a full replication of the XNet network. With the UmID, the full replication was necessary as this clip ID has to be unique on the XNet network.

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